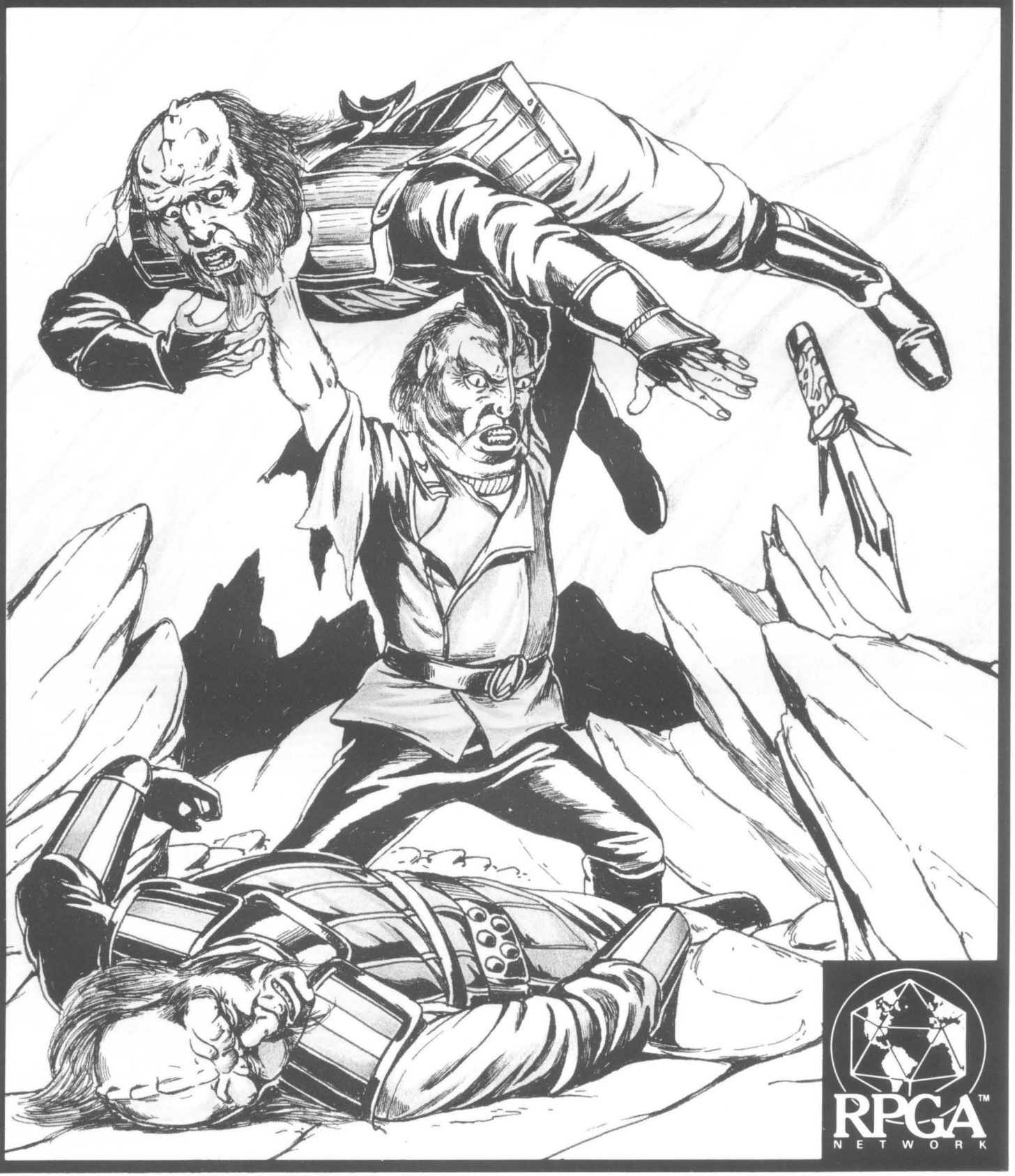
POLYHEDRON™

Newszine Issue 32



RPGA™ NETWORK

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POLYHEDRON™

NEWSZINE

Volume 6, Number 5

Issue #32

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Notes From HQ

A Sad Farewell

It is with some regret that I must announce the departure of Penny Petticord as RPGA™ Coordinator. Penny has moved on to a new and exciting job with another company. Though we will sorely miss her, we say "Bravo!" to this bold career move and want to wish her the best of luck. Penny is not gone from RPGA Network, in fact, she is still in town and remains a big support. But, now someone new will have to take up the reins of Coordinator.

Penny has written a letter of farewell, with a message to all the membership that can be found in the Letters pages. Take care of yourself, Penny, and thanks for your years of dedication.

Introductions

Who are we? Though the most visible person at Headquarters is the Coordinator, it's not all a one-man show. There are several people who see that RPGA™ Network keeps up its pace, while we look for a replacement. There is Sylvia Deering, your RPGA™ Network Tournament Processor, who many of you have probably talked to on the phone. There is Marti Hayes, better known for her responsibilities as GEN CON® Game Fair Manager, but who is also a vital link in the day-to-day support of RPGA™ Network programs. And I, who have the task of writing these Notes until a Coordinator is found, am Harold Johnson. The name may be familiar to some of you. I have been with TSR for years, mostly working with the Games Division, and have recently taken on the responsibility of Director of Gamer Services.

We three, with the support of freelance and volunteers, are dedicated to maintaining the quality you have come to expect, and to explore new directions and programs with your help.

Our thanks go to all the members who stepped forward to offer support and contributions when they learned of Penny's departure. With everyone's help, the RPGA™ Network will remain strong and vital.

A New Horizon

What does the future hold in store? Many good things are in the planning!

It is our chief goal to make RPGA™ Network totally self-supported via its membership and various programs and special product efforts. Only in this way can the Network really be an independent force responding to its members' needs.

Secondly, we want to really be known for support of excellence in all forms of role playing. To that end, we opened the doors to supporting tournaments for role playing games from all parts of the industry. Special thanks go to Chaosium, Steve Jackson Games, and West End Games for helping.

We will be using future issues of the POLYHEDRON™ Newszine to inform you of new directions and to solicit your comments. For now, here is a list of the programs currently being developed.

The Living City is still very alive and moving forward.

New Direction for Charter Clubs

Membership Drives

Member Ranking Updates, at last!

New Directions for the Gamers Choice Awards.

Regional Directors

Standards for Tournaments.

What Can You Do to Help?

There is one thing in particular that the membership can do to help the Network. The demand for numbers of quality tournaments for a wide variety of games has increased, and we are in need of volunteers to write tournament scenarios for a wide variety of role playing games.

If you are a good writer, can prepare a typed manuscript and have a desire to try your hand at creating a tournament scenario, please drop us a line, with your name, address, phone number and a typed sample encounter. We will send you a copy of our tournament and writing standards. We are in particular need of thinking, role playing, challenging tournaments that meet Headquarter's standards for the following games:

MARVEL SUPER HEROES™ Game

TOP SECRET® Game

GAMMA WORLD® 3rd Edition

PARANOIA™ Game

CALL OF CTHULHU® Game

TOON™ Game

and any other system, particularly the newer releases from game companies.

Saving Grace or White Rabbits Bounty

If you haven't noticed, despite assurances to the contrary, we are still not back on schedule with the POLYHEDRON™ Newszine. With Penny's departure, the task at first seemed insurmountable, but desperation breeds ingenuity!

Headquarters was able to contact several professional freelance editors to help us out in the interim. We scrambled to select and organize material for the next three issues (Penny had selected contents for this issue) and assigned them to four different guest editors to work on these simultaneously. Now, due to all these efforts, even though this issue is late, we should be up-to-date by this year's Issue #35!

What this means is that you will receive a rush of POLYHEDRON™ Newszines over the next few months as they all will be completed within a few weeks of each other. We hope you appreciate our efforts. If this causes some confusion with your membership, please drop a note to RPGA™ HQ and we will be happy to sort out the problem.

Special thanks to Barbara Young, formerly a TSR Game Editor, freelancer and now a staff editor with DUNGEON™ Magazine, for helping us finish this issue.

Experience Point/ Rankings Updates

In Issue #31 we said we would feature an article from Jay Tummelson with his suggestions for revising, and updating the experience point system in this issue. However, after taking a hard look at his comments, and in response to all our members inquiries after their Player and Judge Rankings, it was decided to postpone that article for a couple of issues.

We are doing this for several reasons. Jay makes some very good points regarding an imbalance in our scoring system and this set us to reexamining the entire experience point awards. We came to the decision that the system needed a major update. Since our members are still waiting for their Ranking updates after their inception nearly two and a half years ago, we felt that it was more important to direct our attentions to implementing this revision. The article will be published in a later issue when the revised system is finished. Thanks, Jay.

Thanks and An Apology

Due to an oversight on our part, we failed to note that part of Issue #31's Notes From HQ were written by Michael Selinker, to ease our deadline burden. Thanks Mike for all your support and assistance. Our apologies for the ommision of credit.

Letters to HQ

A Farewell to Arms

It's hard to say goodbye. after years of occupying the hot seat as RPGA™ Coordinator and POLYHEDRON™ Newszine editor, I have accepted a position with a new company, New Infinities Productions, Inc. as a senior editor. The decision was not an easy one, as I have enjoyed my years of working directly with so many talented gamers more than I can say. But the time has come for me to move on.

Together we have accomplished many important tasks in the last few years. With your submissions, we have made POLYHEDRON™ Newszine truly a vehicle for member communication, as it should be. In that respect, the Newszine is completely unique, and provides an invaluable service. We have expanded the tournament program so that RPGA™ Network tournaments are in demand by conventions all over the world. Our name stands for high quality designs and enjoyable tournament play. Our voting system for tournament scoring, a completely new concept when first proposed, is now the accepted standard for scoring individual advancement role-playing events. We sponsor tournaments for all role-playing games — not just those manufactured by TSR, Inc. The directory finally appeared. Yes, we have come a long way.

Now it's all up to you. Oh, I'm not giving up my membership — that's worth more to me than my hot tea. You'll still see me at conventions, though you may not recognize me — I'll be healthy, rested and calm. But it's up to each and every one of us to make a contribution. Whatever you do best, be it writing, drawing, administering, judging, or even just typing, donate some of that talent to the Network. The RPGA™ Network belongs to all of us, and it will never reach its full potential until each of us is participating. HQ will continue to function, but we still need members to fill the Newszine, to write, develop, coordinate, and score the tournaments, to help with office duties at HQ, to tabulate points and to help with a thousand other jobs. I'm leaving the Network in good hands — yours. Take it from here.

Penny Petticord

The Complaint Department

Well, well, I finally got issue #28. Better late than never. I'm glad to know that you are going to be back on schedule by August. That means I should be getting my next issue next week. I will more likely get it next month, and may have to wait until next year.

Jeff Martin's "Adventure Among the Clouds" article is good stuff. However, I wish you had told us the story behind the cover. Is the dragon attacking or defending? I also don't like the magic item effects. A *rod of cancellation* should hardly destroy something as massive as an entire cloud island. Perhaps the *rod* should generate a *disintegrate* effect, maybe with 2-5 times the spell's area of effect.

"The Great Bugbear Hunt" also was good stuff. However, there is a difference between a module and a tournament. In a tournament, even if the players do well, the characters may all be ruined or even killed. In fact, it is desirable that the chance of complete success be almost zero, because you are measuring the performance of one player against that of others. In a module, on the other hand, the players expect to use their characters again, so the chances for success must be far higher. The stupid player should be allowed to kill his character, but it should be safe to assume that all the PCs will survive. This means that while a nightly visit by undead which are likely to drain levels is OK for tournament use, it is far too mean for a module. The players of a continuing campaign would almost certainly finish this module worse off than they started.

The Specialist Mage is a good idea. The official policy that a magic-user can specialize just by choosing certain spells and ignoring the rest may suit some artist, but any player will realize that the character is handicapped. Pickens needs to go a bit farther on the advantages and disadvantages of the specialist. All he gives the specialist is a 10 percent edge in learning spells of his class. That the specialist can research spells of other classes is no advantage. Mr. Pickens notwithstanding, any generalist magic-user can successfully research nearly any spell of any class. The magic-user merely casts the spell one or two levels higher. For these weak abilities, the Pickens specialist gets a −10 percent on his chance to know most other spells, loses experience point bonuses, and may get experience penalties. The specialist needs a little more thought, so I propose the following:

A. The specialist can learn and cast spells within his specialty as if they were one level lower. Thus, a fire magic-user would cast a *fireball* as a 2nd-level spell. Some spells outside the specialty would be cast normally (like *read magic*), but most would be cast at a level higher. Our fire magic-user would therefore cast *magic missile* as a 2nd-level spell.
B. The specialist uses any magic items within his specialty and those that are usable by any class. He can't use those outside his speciality which are limited to other classes or to magic-users.
C. The specialist will gain the limited friendship of those monsters and creature types that have powers like his specialty. He also gains the more active hostility of opposite types. Thus the necromancer would find it easier to make friends with evil clerics, while good clerics are just looking for any excuse to attack him. A fire magic-user could make friends with a red dragon (as long as it didn't aggravate the dragon too much), but a swimming creature would either attack or flee on sight.
D. Within the specialty, the specialist saves better. This is balanced by saving worse in most other cases.

Now we have a specialist that is different enough from the general magic-user to be interesting.

You probably have enough DMs who need the advice in "Fletcher's Corner," but I wish you had put in "Dispel Confusion" instead. Altogether, this was your best issue in months.

David Carl Argall
La Puente, CA

Thanks for the compliment. We are catching up with the newszine production, and the directory is already out. Every member (past or present) should have a copy by now.

"Adventure in the Clouds," by member Jeff Martin of Marion, Illinois, was such an excellent, detailed treatment of cloud islands that a British gaming publication requested permission to reprint it. The ideas that members send in are read and enjoyed worldwide.

The cover art was done by our art director Roger Raupp, who simply patterned it after the subject matter of the article, so it does not have a story as such. It can, however, be assumed from the picture that the dragons are defending their island against potential invaders.

I don't understand your remark about the rod of cancellation destroying an entire cloud island. If you re-read the article, you'll find that the *rod* affects the cloud island as a *disintegrate* spell —exactly as you suggest.

Your ideas for revamping the specialist mage are interesting, but they need further development to balance with the system as well as those presented in the original article. Consider the following points:

1. The rules do not say that magic-users can research spells from other classes. Spell research is always the DM's province, and some DMs are more liberal than

others in this regard. But remember that the system balance depends to a great extent on keeping certain abilities exclusive to the various classes, and allowing free access to spells of another class through research can blur the lines of demarcation that keep the system functioning.

2. Spells were designated at the levels given in the books for a reason. Not only is each spell compared to the others in the system for relative power, but consideration is given to which spells compete with one another within the same level. The fact that *lightning bolt, fly,* and *fireball* are all 3rd-level spells is no accident. It is intended that a magic-user character must choose between them (and the other 3rd-level options) for play, rather than having access to all. If you now make *fireball* a 2nd-level spell for one mage, that character has a distinct advantage. He does not have to give up as many other options to take *fireball*, since he can take more 2nd-level spells than 3rd-level ones, and the spells he is forfeiting for it are less powerful. Changing the level at which a spell may be cast can cause serious system imbalance in a campaign and should be considered carefully.

3. Creature reactions to a character are always the province of the DM in any case, since it is difficult to translate terms like "friendship" into workable game mechanics. There is some sense in saying that certain creatures might feel an innate kinship with a mage whose specialty matches their powers, but consider the overall campaign balance of your suggestion. Is being hated by all fish really enough of a disadvantage to balance out the ability to befriend red dragons?

4. Bonuses and penalties to saving throws according to the specialty is a reasonable development. However, not all specialties fall into an easily defined category like those in your examples. DMs who choose to allow such benefits will have to do a great deal of work to define the various specialties, quantify the adjustments, and ensure that all the specialists in the campaign have an equal chance to use this benefit.

Your suggestions are good, but your viewpoint is too simplistic. Why not develop your ideas further through playtesting, then work up your own article to submit? I'm sure the rest of the membership would be interested.

Penny

The Living City Name

We received hundreds of responses to our Name-the-City Contest. This letter from David Axler, put forward several good points, so we thought we'd share it with the members. We like the proposal for the physical location for the Living City, and have adopted it as a working model.

I read with interest your announcement in the latest POLYHEDRON™ Newszine of the "Name the City Contest," and would like to throw my two cents into the pot. To be blunt, I think you're making a serious mistake — the name of the city should come a good bit later in the process, because if it's to be a place with a true sense of reality (whatever that means in this context), its name ought to come from its history or where it is located, not the other way around.

If you look at the historical record, most cities tend to be given names that have a meaning. This meaning is drawn from several different categories, viz:

1) The name might connect with the local geography. For instance, Frankfurt is the place where the Franks were able to ford (from the Deutsch fuhren, "to cross") a river. Dr. Doolittle's hometown was Puddleby-on-the-Marsh.

2) The name might relate to local history or legends. Rome was named for Romulus, the city's mythical founder. While Binghamton was named for a fellow named Bingham.

3) In the case where a new city is erected or an old one is taken over by new settlers, there may be other influences. One is the adaptation of a native name, usually in a foreign tongue. That's very common in the States where places like Lake Wallenpaupack drew on the local Indian name. But this also occurs in Europe. My favorite example is a spot in England. The words "tor," "pen," and "how" are all words meaning "hill" in different languages. Each new settlement simply took the native name and added their word for "hill." Its name went from "Tor" to "Tor Pen" to "Torpen How" to its present name "Torpenhow Hill."

Another possibility is the assignment of the word "new" to the name of a location that the new settlement resembled of a familiar place, such as "New York."

With what we know about your planned city, I think its naming ought to wait until we know more about its geography and history. Given the little you have shared, we can create some preliminary ideas.

The town is either going to be a seaport or rivertown, or both. That presents a number of possibilities.

If it's a rivertown, it is probably at the confluence or joining of two major rivers such as Pittsburgh, or its a location where ocean-going ships can travel no further upstream. This could be the result of a dam, a marshy delta, or a bluff.

If it is strictly an ocean port, then the geography probably offers several things: a natural shelter for ships at anchor via a bay or reef, and a reasonable easy access to inland locations such as a nearby river, canal, or mountain pass.

I think the most interesting choice is a location where a river flows into the sea, because this would connect inland areas with foreign ports. There are two possibilities here — either the river is broad and slow, or it is narrow and fast, probably running between cliffs during its last few miles. In the first case, the town probably is located on one side of the river; in the latter it is probably split. In any case, there also might be an island or two in the river.

The place I have in mind as a location for your town is a mixture of all of these. Two major rivers, both running wide and deep through a coastal plain about 500 feet above sea level, meet about three miles from the sea and almost immediately rush into a narrow natural channel formed by steep coastal cliffs of limestone and slate, about 300 to 500 feet tall. The city is built in a stepped form on both set of cliffs, much like the fishing port of Whitby, England, with roads and houses zigzagging along in tiers. Depending on the technology chosen for the area, getting from one side to another may depend on bridges, ferries or some other mode of transport.

At the base of each cliff are stores, warehouses, docks and various industries, with effluence-producing factories (tanneries, breweries, fish warehouses, etc.) closest to the sea. In the middle levels are homes with owner status represented by height on the cliff. The homes of the rich are at the top of one side and a massive abbey-cemetery complex is atop the other.

The piece of land between the rivers, just upstream of town, is a no-man's-land, home of smugglers, gypsies and other illicit enterprises, as are several islands a quarter mile out to sea. These islands are protected by a reef of ragged rock and in turn protect the river mouth. One island also hosts a local prison.

Other details include: There is a lot of agriculture and farmlands upstream, making a trading business thrive. There is generally a strong law enforcement in the better neighborhoods, and harsh punishments for captured criminals due to a powerful religious force. The cemetery follows an old seaport tradition: when a ship is lost at sea, an empty grave, complete with headstone, is created for each lost man. These graves lead to occasional problems with undead.

Note also, that the cliffs are of limestone which provide lots of rock to quarry as well as a great variety of natural and manmade tunnels and caverns. There's lots more, but I'll leave it to you.

David M. Axler
Philadelphia, PA

The preceding letter is an excerpt of a much larger document. Please forgive us Dave for any liberties we took in changing some of the specifications you proposed to fall more in line with our needs. What do you think, gang?

Penny

Name-the-Living-City-Contest

Well, we said we would publish the name of the winning entry to name the Living City this issue. However, we don't feel we can make a final decision yet, so we put it back to you, the membership, to vote for your favorite title. We have selected the following nineteen names as the best of the multitude that were received. Vote for three and drop a postcard with their names to:

Name the City Ballot
RPGA™ Headquarters
P.O.Box 509
Lake Geneva, WI 53147

The deadline for response is June 1, 1987. We will announce the final choice in the Notes From HQ in issue #36.

Cape Condorean	Ripgate
Cascadia	Phoenix Nest
Darkholme	Port-au-Kawl
Darktide	Port Dragonmere
Darkwater	Sea Reach
Gamers Mews	Silverspear
Kelmarre	Tempus
Lands End	Wayfarer
Maelstrom	Wildestrand
Ravensgate	

Thanks to all of you who submitted names. We received more than two hundred entries. Besides the top twenty, here's a list of others that caught our attention.

A lot suggested "Port of...something," such as Port Breen, Port Marzard and Port Cullis. Many tied the name to water in various ways such as, "Breakwater, Ocean Town" and "Riverburg."

Others tried to tie it to the Network with names like "Ropogas, RiPGAte," and "Polyheton." A scholarly member from Canada proposed "Ataxia," a word meaning "a patchwork" as well as various other Latin, Greek, and Irish words that meant the same. Someone even suggested "Gygaxington."

Then, of course, there were a variety of favorite names from personal campaigns and names with specific meanings.

Finally, Phillip Rowell of Omaha, Nebraska, delighted us with his epithets for his town names. We have decided that we should follow his examples and create our own epithet.

"The destination of all who seek, whether it be fame, fortune or adventure."

"The fog-wrapped melting pot, where opportunities loom at each corner."

"Through whose gates pass the best, and the brightest, the worst and darkest, on their way to whatever their fates may bring.

And "The city where adventure begins and ends!"

Please wait to submit articles and material to the Living City, until we can publish our Submission Standards in issue #34 of the POLYHEDRON™ Newszine.

JUDGE ADVICE

Arcane Academe

by Jeff Martin

Due to lack of input from readers and a busy schedule, Michael Przytarski has stopped writing "Fletcher's Corner." Member Jeff Martin will be taking up the challenge of writing a DM's advice column from this point onward. So that Jeff's column does not meet the same fate, please write in with any problems you'd like to see addressed in print. Communication is the key.

What's this new column all about? Well, as the name implies, this will be an advice column for gamers, primarily those who play the AD&D® game. I'll try to keep the content light and informational, though I may get up on a soapbox once in a while. I'll also try to inject a little humor here and there, so don't take everything seriously. For the most part, I'll be trying to relate some of the successes and failures I have seen in the course of my gaming to players and gamemasters alike. I plan to address many aspects of gaming: GMing, playing, game conventions, etc. I hope that this will enhance your gaming experience.

What I need from you is feedback. We need a two-way communication channel for this column to fulfill its function. You can't just let me talk on; you'll have to let me respond. If you wish to read about a certain aspect of the gaming hobby, I would enjoy hearing from you. If you disagree with some of my statements, do not hesitate to write to me, care of HQ. After all, everyone has the right to be wrong once in a while. Hopefully, I can cause a little excitement, perhaps even some controversy.

To let you know where I am coming from, I think it is important to tell you a little about myself. I have been an avid wargamer and role-player for about six years. I greatly enjoy tactics and strategy, but I also enjoy the flexibility and creativity offered by role-playing games. I have placed in a couple of RPGA™ Network tournaments, gamemastered some RPGA™ Network tournaments, and authored a couple of small tournaments and articles. I am a senior majoring in management and marketing (attention all CEO's) at an average-sized university in Illinois. I play games whenever school and work allow me the time.

Enough of this boring introduction —let's get down to the good stuff. I have decided to start with something less than serious. The deep material will come next time.

Jeff's Four Rules For a Better Convention

The guidelines below have been developed to aid the typical game conventioneer. Use them wisely.

1. Make reservations for accommodations well in advance, unless you enjoy sleeping in a different time zone from that of the convention. A friend of mine was trusted to make hotel arrangements for our first GEN CON® Game Fair. He evidently thought advance reservations were unnecessary, and that we would have no problem finding a room when we arrived. After a long search and much begging on our part, we found a small room. He had to pay the innkeeper with Deutschmarks. The gods of chaos did not rescue their worshipper from our wrath.

2. Make a daily budget for the convention and stick to it. Almost everyone has experienced the Sunday crunch which occurs when you run out of money before the trip home. The decision whether to buy a sandwich or spend that money on a game accessory can be difficult. Although low in fat and high in minerals, a lead figure does not taste that great.

Though most won't offer it, dealers can usually send you a catalog of their merchandise after the convention is over if you give them your name and address. You may miss out on some great convention-only bargains this way, but it does insure that you can buy the item that you can't live without and still not starve on your way home.

3. Take a big bottle of antacid. Food at a convention is almost universally insufficient in quantity and abysmal in quality. After a few days of this horrible diet, your body is bound to fight back. What can result is an awful sickness known as "Arnesen's Revenge" (there goes my future job at TSR, Inc.).

4. Carefully select your roommates. In order to cut expenses, it is common for gamers to pile as many bodies into a hotel room as possible. While this practice has financial benefits, care should be used when allowing people in. An odd-looking, bald man once spent the night on my floor. He carried a dingy knapsack and always kept his hand in his shirt. I could have sworn I heard him say something about "my precious."

Keep these rules in mind when attending your next convention, and you won't have to worry about anything except having fun, which is what it's all about anyway.

A TOP SECRET® GAME ADVENTURE

OPERATION: BUTTER-U
CODENAME: CLAMBAKE

by Japji Singh Khalsa

Round One: Agents' Briefing

On Tuesday, February 4th, at 10:00 am, the leaders of Belgium, Switzerland, West Germany, and Italy will meet in the ski resort of Strudelhaven, West Germany, to begin two days of meetings. The purpose of the meetings is to produce a written agreement which will enable their countries to work effectively together in dealing with international terrorism.

The administration feels that such an agreement would be beneficial to the economies and peoples of Europe. However, our agent in Strudelhaven believes that the NERDS (Northern Europe Radical Doctors and Scientists) are operating in the area and are planning to somehow disrupt the signing of the agreement.

Therefore, we will be sending you in as a team of agents into Strudelhaven under cover as journalists. Your objectives are to covertly protect the meetings and heads of state by investigating and neutralizing any NERDS activity.

Travel arrangements have been made so that you will arrive at 0800 hours on February 3rd at the Munich airport. A rental car will be waiting. To reach Strudelhaven, you must drive southwest for about an hour and a half. We have made arrangements for accomodations at the Hotel Strudelhaven, where the meetings will take place. When you arrive at the hotel, ring Reiner Gesundheit's room. He's our operative and will bring you up-to-date on the situation. The password on contact is: "Did you know you could have a V-8?" His response will be, "But you get more mileage from a four-banger."

We expect you to make every effort to help maintain the secrecy of our organization. Please note that the West German security forces have no idea that we are operating in the area, and extreme caution must be taken in the transport and use of firearms and other contraband. Such being the case, we have provided you with the latest in disguiseable special weapons, the portable X-1/9 typewriter and the U2 camera accessories bag.

Good luck and be careful.

Round Two: Agents' Briefing

The agents arrived at Strudelhaven as instructed, but were surprised to discover that Reiner Gesundheit had checked out only minutes before. Finding that event both odd and disturbing, they investigate and discover that he had been kidnapped and murdered, presumably by NERDS agents. Searching his room and car revealed but three slender clues:

1) An empty matchbook with the word "wimps" written in it.

2) A scrap of paper with "laxative —— 6 bottles ????"

3) Another scrap of paper with "strudel??" written on it.

The agents did not discover the full import of the first clue until much later. They have been unable to discover anything relating to the other two clues. Perhaps they were merely shopping lists.

While searching for Reiner's killers and for information on the NERDS, the agents uncovered a plot by a completely new terrorist organization: Workers Initiative for the Murder of Political Stooges (WIMPS). Working together, the agents were able to thwart the WIMPS' plan to assassinate all four leaders by bombing the Conference Room during their meeting. The agents are particularly gratified in this because it was the WIMPS, not the NERDS, who killed Reiner.

Unfortunately, the agents have been here over 24 hours, and only in stopping the attempted assassination did they learn that they were following WIMPS and not NERDS. The agents find that they know little more than they did when they got here about the NERDS' plans. They must work quickly, because the summit meeting is scheduled to conclude by 5:00 p.m. tomorrow. Perhaps they can learn something at this evening's banquet, hosted by the hotel for the leaders and the press.

Stop! Unless you plan to be the Administrator for this adventure, read no farther!

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Administrator's Briefing

TOP SECRET® FILE #108632

OPERATION: ButterUp
Codename: Clambake

For Your Eyes Only:

On Tuesday, February 4, in the ski resort of Strudelhaven, West Germany, the leaders of Switzerland, Italy, West Germany, and Belgium will begin two days of meetings with the intention of creating a written agreement to effectively deal with international terrorism. Their hope is that, by coordinating their methods of dealing with security and specific individuals, they will be able to greatly reduce the incidents of terrorism at airports, train and bus stations, and government buildings.

However, working directly under their noses, the NERDS (Northern European Radical Doctors and Scientists) are plotting to sabotage their efforts, since any such agreement might hinder the NERDS' plans for European domination, their ultimate objective.

Their plan is to disrupt the signing of the agreement while actually making a bold offensive move toward their objective. They plan to kidnap the four leaders and replace them with their own operatives — who have been surgically altered to look exactly like the VIPs. Six months of intensive training on the characteristics of each of the four leaders will prevent any slip-ups. The NERDS agents have studied the leaders' dosiers, viewed video tapes, and learned all of their habits.

The NERDS plan to make the swap at a break in the meeting when the leaders go to the restroom. Sleeping gas discharged into the stalls will knock-out the targets and allow the NERDS to activate an elevator, lowering the knocked-out leaders into a holding area. They will then be replaced by the identically clothed impostors.

If the NERDS succeed in the swap of all four leaders, these imposters will announce that their talks on terrorism have yielded to the more pressing problem of keeping up with the arms race, and that the nations have signed a trees gives cover to an oversized tool storage shed on the north.

Behind this whole complex are the ski lifts and ski slopes that make Strudelhaven a playground for the rich. Chairlift number one starts behind and northeast of the hotel, taking skiers up the hill in a northeast direction. Chairlift number two starts directly behind the Ski Lodge and carries skiers up the hills due north. Just to the east of chairlift number two, the gondola lift transports visitors up the hills in a northeast direction, ending at a look-out station for sightseers and a trail head for skiers. The gondola can carry six passengers, and the ski lifts carry two per chair.

The Hotel

The Hotel Strudelhaven is a beautiful old resort built in 1910. This four-story building has two entrances, a rear service entrance and a front main entrance. The main entrance has a canopied driveway where arriving guests are greeted by the doorman, Francois Vichysoisse on the first shift (8:00 am-4:00 p.m.) and Philippe Guillotine on the second (4:00 p.m.-midnight). A valet parking attendant, Thomas Chat on the first shift and Fritz Derkat on the second shift, takes the keys to a guest's car, and, after parking it stores the keys in a small locked cabinet (—/25) attached to the wall just outside the main entrance. Guests requiring their cars from midnight to 8:00 a.m. can retrieve their keys from the hotel clerk.

The bell captain, Hugo Furst (H10), and an assistant, Michel Printemps (H11), work the 8:00 a.m. to 4:00 p.m. shift and help arriving guests with their bags. Albert Guggelhof (H12) works the 4:00 p.m. to midnight shift.

A. Foyer

The Foyer is a spacious area that reaches up to the fourth floor of the hotel. In the center, a wide, spiraling staircase circles up to each floor. From the Foyer looking up, a railing can be seen that marks the edge of a U-shaped hallway on each floor. At any time, 1-10 people may be found looking over the railing of each floor down into the Foyer, watching the activities on the floors below.

On the west side of the Foyer are two large double doors with a sign over them that reads "Herr Werner Schnitzel Ballroom." On the east side are two similar doors that read "Karl Gottauffel Conference Room." Couches and chairs of Victorian design line the walls of the Foyer.

In the northwest and northeast corners of the Foyer hang two large black and white pictures. They are dated "circa 1920" and "1986," and both show the same view of the Foyer. An agent using Perception while examining the photos sees that the old Foyer is different from the current one. In the old photo, Himmer-Locker's Wine and Gifts appears in the hallway from the Foyer. The new photo shows men's and women's bathrooms in that location. The older photo has been signed by "H-L."

On Monday at noon, the West German security forces in charge of special security for the conference set up a metal detector at the main and rear entrances to the hotel. Also stationed at each entrance are two guards and a bomb-sniffing German shepherd. Persons entering through these doors must hand any baggage to the guard and then pass through the metal detector. There is a 10% chance that the guard will do a manual/visual inspection of a piece of the agents' luggage. The agent must roll under his Deception to successfully hide an item in the inspected luggage. The bomb-sniffing dog has a 15% chance of detecting a small weapon with up to 50 rounds of ammunition, unless special precautions have been taken to cover up the smell of gunpowder. The dog has a 75% chance of detecting explosive devices larger than the gun and ammo. Agents have a 90% chance of setting off the metal detector if they are carrying any ferrous metals. Refer to the Inspector Reaction Table on page 30 of the TOP SECRET® Companion for discovery of any illegal firearms. Agents with legal permits for sporting weapons have their weapons confiscated and stored in the hotel safe until the heads of state leave or until the agents check out.

B. Ballroom

The Ballroom is a large dining and dancing hall for special events and parties. On the north side of the hall, classical pillars frame a small, raised stage with a baby grand piano and stool placed at the center. Four cut glass chandeliers hang from the ceiling. The west wall has four evenly spaced, floor-to-ceiling windows with gold and blue patterned drapes. The south wall has two similar windows. The east wall is hung with a series of paintings whose themes are taken from classical mythology. Small, armless chairs line the walls. The floor is of wood parquet with the hotel's logo—H/S—inlaid in the center. A door in the northwest corner opens to a hallway which leads to the Kitchen with a door midway that opens onto the stage. There also is a large storage closet containing extra tables, chairs, and a podium. In the corner is a locked room (—,20) that is used as a coat check for special events.

At noon Monday, the press booth opens. Press personnel may then receive badges that will allow them closer to the heads of state. There are 1-10 reporters here until the booth closes at 8:00 p.m. The booth also is open on Tuesday and Wednesday from 8:00 to 11:00 a.m. At 11:00 a.m. on those days, the hall is cleared and prepared for the dignitaries' luncheon, which starts at noon each day.

Agents picking up their press badges between noon and 1:00 p.m. see Blanche Almonde (N1), a NERDS messenger, posing as a photographer/reporter.

C. Kitchen

The Kitchen has three entrances. A small door in the southwest corner leads to a short hall and the Ballroom. Double doors in the northeast corner lead into the Dining Room. On the northwest side, a large, screened gate opens onto an open-ended service elevator. The other side of the elevator is closed by another screened gate that opens onto a short, wide hallway. The hallway has double doors (-/30) that open out to the service road. The elevator has a control panel marked "B,1,2,3,4." Pressing "B" takes passengers down to the Wine Cellar. Pressing the other numbers causes the elevator to go up to the respective floors.

On the south side of the Kitchen are a walk-in freezer and refrigerator which are locked (—/30) from midnight to 6:00 a.m. Next to the refrigerator is the dishwashing station. On the north wall are the large ovens. South of the ovens is a large food preparation counter, and south of the counter stand a bank of stoves. Two small bathrooms are entered from the southeast corner. On the east wall, the final prep counter allows the chefs to put the prepared food out for the waiters to pick up. A system of light tallies hangs above the counter and informs the waiters when their orders are ready. Storage shelves line all the other open wall areas.

At noon Monday, West German security forces post a metal detector, two guards, and a bomb-sniffing dog in the hallway between the service doors and the elevator (see Foyer for inspection procedures.)

From 6:00 a.m. to 2:00 p.m., the Kitchen is staffed by two chefs, Hans Daunn (N6) and Frank Weiner (K2), two assistant chefs, and a dishwasher. From 2:00 p.m. until 10:00 p.m., chefs Klaus Klosset (K3) and Karl Marxmann (K4) supervise a crew of two assistant chefs and a dishwasher.

Hans Daunn is working for the NERDS and is in charge of putting the laxative into the food of the heads of state. He keeps the laxative in a locked locker in the Wine Cellar. It is wrapped in a bag labelled "Hans—Personal."

The other chefs can tell the agents that Hans has worked here for about six months and seems to keep to himself, but that he does his job well. Agents who discreetly observe the Kitchen between 9:00 to 10:00 a.m. on Wednesday see Hans go down the elevator to the Wine Cellar and return with a bag, out of which he pulls six plastic containers. He then pours the contents of three containers into the salad dressing and the other three containers into the sauce for the chicken. Agents rolling below their Observation are able to read the bottle labels. Hans puts the bottles back into the bag and drops the bag into a garbage bin in the Kitchen.

D. Wine Cellar (not shown on map; located under Kitchen)

The elevator from the Kitchen goes down to the employees' lockers and the

Wine Cellar. A short hallway leads from the elevator to a locked door (—,30) that opens into the wine storage area. The hallway is lined with 10-foot-tall lockers, each labled with the name of a kitchen staffer and locked with a padlock (—/25). The lockers contain the employees' street clothes and personal valuables, with cash ranging from $2-200. Only five of the lockers are in use from 6:00 a.m. to 10:00 p.m. One of the lockers is labled "Hans Daunn." Agents choosing to open a locker randomly have a 10% chance of opening Hans's locker. If successful, they find a bag labeled "Hans—Personal." It contains six bottles of laxative. There also is a large cookbook which reveals, upon opening, a hollowed-out space containing a 9mm Walther P-38 (g) fitted with a silencer.

Above the door to the Wine Cellar hangs an old wooden sign that reads "Himmer-Locker's Wine and Gifts — Est. 1910." The sign is very old but is of high quality and engraving. The cellar itself is lined with racks of wine.

E. Restaurant

The main entrance to the Restaurant is on the south side, where glass double doors open into the hotel hallway. An emergency, alarmed (—/20) exit is on the east wall. Double doors enter the Kitchen on the west wall. The north wall is one large window that provides a picturesque view of the slopes beyond. The south wall is covered with bevelled mirrors. The Restaurant is elegantly furnished.

The following employees work each shift in the Restaurant:

	8:00 a.m. to 4:00 p.m.
Maitre d'hotel	Marion L'Escargot (R1)
Waiter	Simon Champignon (R7)
Waitress (NERDS)	Suzette Crepes (N10)
Busgirl	Heidi Daude (R11)
	4:00 p.m. to Midnight
Maitre d'hotel	Franz Frye (R2)
Waiter	Renaldo Rappo (R8)
Waitress	Celeste L'Elephant (R10)
Busboy	Roberto Smit (R12)

At any time there will be from 1-20 guests dining in the Restaurant. Suzette Crepes (N10) is a NERDS agent whose job is to plant a wireless microphone in the flower arrangement of the Conference Room on Tuesday morning before the conference begins (see Conference Room). Any agents eating breakfast or lunch in the Dining Room have a 50% chance of getting her as a waitress. If the agents act suspiciously, she passes a note to Blanche Almonde (N1) if she is present. Agents present and using Observation during the pass see Blanche take the note, read it, and then glance over at the agents' table. Use the Daytime Random Encounters Outside chart for agents who are seated near the window and using their Observation.

F. Bar

The Bar is open from 11:00 a.m. until midnight. From 11:00 am until 4:00 p.m., the bartender is Jean De Baptiste (R3) and the barmaid is Elsa Heinhocker (R6). From 4:00 p.m. until midnight, the bartender is Jules August (R4) and the barmaid is Maria Van Der Slugge (R5). At any time there are 3-30 guests in the Bar (3D10). The following people also are in the Bar at the indicated times:

Monday

1:00-4:00 p.m. Ian Flembert (A9) is a weapons dealer looking for a sale. If agents approach him, they should make a Deception roll. If they fail the roll, Ian senses that they are agents of some sort and asks leading questions. If the questioning goes well, he drops hints that he can get weapons and supplies. Ian can obtain handguns, machine guns, rifles, and supplies, including infra-red goggles at $300.00 each. He cannot get explosives of any sort. The cost is retail plus 50%, and the order takes 1-10 hours to fill. If agents purchase anything, Ian makes arrangements for delivery. Ian is staying in room 401 and carries a Beretta machine pistol (ak) in a shoulder holster.

7:30-10:30 p.m. Luigi Lamborghini (N2) spends a few hours in the Bar. Agents approaching Luigi have a chance of making Luigi slip up and give out one small piece of information. Their chance of making Luigi slip up increases by 10% each hour the more he drinks. In the first hour (7:30-8:30 p.m.), the chance is equal to the agent's Deception minus 50. If the agents are successful, Luigi says something like, "There's more to the bakery's strudel than meets the eye." He then realizes he has slipped, excuses himself, and goes to his room in the hotel.

6:00 p.m.-Midnight Mimi Musette (A4) is a pickpocket who likes to hang out in the Bar. She has a very high Charm and attempts to pick the pockets of any person who takes an interest in her. Agents using Perception sense something wrong if they roll Perception minus 30. Mimi carries a .22 pistol (d) in her purse.

8:00-10:00 p.m. Blanche Almonde (N1) enters the Bar after her dinner in the Restaurant. She sits by herself.

Nancy Bagdon (A2) is a U.S. reporter who is bored with the conference story she's reporting. She's looking for excitement for herself and her story. She takes a keen interest in anyone who approaches her and complains about her boredom. She doesn't know anything about the NERDS, but agents with Charm over 75 find her cooperative to the point of volunteering to help in any way. She also might mention, if the conversation reminds her, that she was surprised to see Daniel and Lisa Leat-Keach in the hotel. Both have long been active in various radical causes and don't seem to be the skier type.

Tuesday

11:00 am-2:00 p.m. Ian Flembert (A9) (see 1:00-4:00 p.m. Monday)

Noon-4:00 p.m. Mimi Musette (A4), the pickpocket, is here again (see 6:00 p.m.-Midnight Monday)

6:30-8:00 p.m. The evil Dr. Friedrich Flintz-schtonne (N3), who runs the Emergency First Aid Center in the Ski Lodge and is the master of operations for the NERDS, has stopped in for a drink while taking a quick look at the operation. If approached, he engages in casual conversation but says nothing about the NERDS operation.

Wednesday

11:00 am-2:00 p.m. Ian Flembert (A9) (see 1:00-4:00 p.m. Monday)

Noon-4:00 p.m. Mimi Musette (A4), the pickpocket, is here again (see 6:00 p.m.-Midnight Monday).

G. Front Desk

The Front Desk is a long, wooden counter with a single cash register on the south end. The north end of the counter is hinged so a person can enter or leave the registration area by lifting it up. A door behind the desk opens into the hotel offices, including the phone/message desk and the hotel director's office. The front registration area has a honeycombed set of cubicles built into the back wall where the keys to the guestrooms are stored. The grid is 18 boxes across by three boxes down. The bottom row is numbered 201-218, the middle row is 301-318, and the top row is 401-418. The boxes open into the back room and are used by the phone attendant to store messages. Ernst Huber (H5) covers the Front Desk from 8:00 a.m. until 4:00 p.m. Robert Rougefroke (H6) is on duty from 4:00 p.m. to midnight. Yvette Chantilly (H7) covers the Front Desk and the telephones from midnight until 8:00 am

H. Phone Room

An old-fashioned, patchcord-type telephone switchboard shares the east wall with a doorway that opens into the Laundry Room. A phone operator is on duty from 8:00 a.m. to midnight. From midnight to 8:00 am, the desk person covers the phones. On the north wall is a door with a nameplate that reads in German, "Alfred Schnapps, Director." The door is always locked when the director is not inside. When he is there, there is a 40% chance that it is locked (—,20).

I. Office

This is the office of Alfred Schnapps (H13), the director of the hotel. It contains a desk, chair, filing cabinet, and bulletin board on the wall. Behind a picture on the wall is a combination safe (30,40) that holds the day's receipts (equivalent of $5,000-$10,000 in U.S. dollars).

In plain view on his desk is the hotel guest list. Agents successfully using Observation find details of the newly remodeled bathrooms on the bulletin board. The plans only show cosmetic changes and do not include any of the NERDS secret systems. Close examination reveals that the construction was ordered six months ago. Further inspection (another successful Observation roll) reveals that the construction was ordered by a Herr Burgerbagger. Agents rolling half their Knowledge recognize this name to be that of a high-level NERDS administrator. Examination of the filing cabinet reveals that the hotel was sold seven months ago to Herr Boris Burgerbagger, Inc.

Between the hours of 8:00 a.m. and midnight, there is a 35% chance of Alfred being in the office. Alfred sleeps at his home in a nearby village from midnight to 8:00 am

J. Pay Phones

Just to the north of the Front Desk is an area for Pay Phones. Opening into the main hallway, two rows of four phones line the walls of a small room. There are no doors to this area, just a large opening into the hallway. Agents in this area who roll half their Observation are able to hear any conversation in this area.

There are from 1 to 5 people on the phones at any time. In addition, one of the following conversations is occuring any time an agent uses Observation in this room:

1-2. A young woman skier is telling a friend how great the ski instructor is and how she has developed a mad crush on him. She says she's going to take his class tomorrow, also.

3-4. A young woman is talking about a rich sheik she has just met who seems to be taking an interest in her. She says the man is nice enough, and she's going to go out skiing with him again. She finishes the conversation by

saying that she's going to go take a sauna at the Ski Lodge.

5-6. The American woman reporter, Nancy Bagdon, is telling her mother that she's fine. She also mentions that she's looking for an exciting side to the story.

7-8. A British reporter is filing his story with his paper. He explains that his room phone doesn't work and proceeds to read the entire story. The story covers the setting and local color of the summit meeting.

9-10. An elderly French tourist is telling his daughter how he was terrorized by the security forces here at the hotel when they searched his room. He complains that they forced their way into his room and searched through every bag, etc.

K. Gift Shop
The small Gift Shop off the main hallway is lined with tourist-type gifts and is open from 10:00 a.m. to 8:00 p.m. It also sells sundry items such as breath fresheners and shampoo. There is a single cash register (containing $400) on the counter, behind which sits the proprietor, Freida Gotterdammerung (H14), except on Monday, which is her day off. Her granddaughter Tisha works on Mondays. Freida was the wife of Herr Himmer-Locker, the original owner of Himmer-Locker's Wine and Gifts. (The picture in the Foyer shows where the original shop was located.) Freida wears a brooch with the initials "H. L." worked into it. The style matches the signature on the older picture in the Foyer. Agents who have seen the picture and successfully use their Observation in the Gift Shop notice the brooch and its similarity to the signature. If an agent has not seen the picture and successfully uses Observation, he takes notice of its beauty, style, and age.

If questioned about the old gift shop, Frieda reveals that there used to be a secret exit from the old shop that went down to a series of catacombs that were constructed during the war to hide refugees and wine from the Nazis. She explains that the old shop used to be where the Lobby Bathrooms are now. She also knows that there was another secret entrance to the catacombs somewhere at the base of the ski slopes.

If agents ask to buy or inquire about laxatives, Frieda says that she has no bottles left because somebody came in and bought all six bottles. She can't remember who it was, but she knows it was a man. Tisha doesn't know any of this.

L. Men's Restroom
A door from the hallway, labeled "Gentlemen" in German, opens into an anteroom that leads into the men's bathroom. Agents rolling under their Perception minus 20 notice that the stalls are unusual because the doors go all the way from the floor to the ceiling and do not afford a look to see if there is someone in the stalls.

The bathroom has two hidden surveillance monitors mounted in the ceiling and facing the stall doors (40,—). When the leaders enter the stalls, a NERDS agent working below in a control room causes the following sequence to happen:

1. The door to the stall locks automatically (20,30).
2. Sleeping gas is emitted into the stall.
3. The stall descends into the NERDS complex below.

Each stall is manually controlled by the NERDS technician, who has the option of using any or all of the above devices. (Should an agent be taken prisoner, he may be taken to the complex through this method.) Any agent present when the leaders enter the stalls notices the sound of an elevator if he successfully rolls his Observation minus 20 and he has a score over 80 in either hydraulic, mechanical, or civil engineering.

M. Women's Restroom
The Women's Room is labeled as such in German and opens into a small powder room with chairs and mirrors. A door from this room leads into the toilets. They are identical in style and operation to the Men's Room.

N. Conference Room
Large double doors open into the Conference Room. A sign over the doors reads, in German, "Karl Gottauffel Conference Room." This is a large, uncluttered room with a 12-foot oval teak table in the middle. The walls are done in a dark teak, creating a rather heavy feeling. Adding to the heaviness are large paintings of scenes from the Bible. The scenes are dark and somewhat eerie. Thirteen high-backed chairs surround the table. A large chandelier hangs directly over the table.

There are no personnel in this room until Tuesday at 8:00 a.m. At that time, Suzette Crepes (N10) and a busboy prepare the room with linens, flowers, etc. Suzette plants a wireless microphone bug (30,—) in the flower arrangement at the middle of the table. Agents present or watching covertly between 8:00 and 9:00 a.m. see her plant the bug if they roll their Observation minus 10. The Conference Room is sealed off by a German police guard at 9:00 am

The leaders meet here from 10:00 a.m. to noon and 2:00 to 4:00 p.m. on Tuesday and Wednesday. If the post-lunch NERDS swap on Wednesday is successful, the replacement leaders carry on their meeting but eventually move the negotiations into the discussion of nuclear weapons fortification for their countries. Agents who happen to hear this sense a conspiracy if they roll their Perception minus 40.

O. Laundry Room
This room handles all the laundry from the hotel. This includes room linens and towels and all the uniforms required by the various employees. The south wall has a service elevator entrance and a door that opens to the back of the registration area. Jammed into the south and west wall area are eight sorting bins on wheels. In the center of the room, a bank of washers faces the west wall and a bank of dryers faces the east wall.

The service elevator is large enough for two people and a laundry bin, or up to six people without a bin.

Second - Fourth Floors
Common to all the upper floors are a small service elevator that rises from the Laundry Room, a large service elevator that comes from the Kitchen, and a large service storage area (C). The small service elevator is key operated (—,20). Two large, locked (—,20) double doors open into a staging area in front of the service elevator. The large elevator has a push-button control panel labeled "B,1,2,3,4." The locked (—,20) service storage area (C) holds spare mattresses, tables, lamps, and other large items.

In the center hallway, to one side of the passenger elevators, are two doors. Janitor supplies are stored behind one door (A), and maid supplies such as linens, soap, tissues, etc. are stored behind the other door (B). The center hallway opens into a railed walkway that looks down on the first floor Foyer and the staircase that rises up from it to the upper three floors. There are several couches and lounge chairs with lamps in the main hallway.

The guest rooms are medium-sized hotel rooms, each containing a queen-sized bed, dresser, small table with two chairs and a hanging lamp, shower, toilet, sink, and the standard hotel amenities. There are four suites on each floor, numbered 250, 260, 270, 280, 350, etc. A single, locked (—,20) door opens into a short hallway that leads to two of the suites. (250,280). The suites are larger than the standard rooms, with more elaborate furnishings. Double doors that can be locked from either side connect room 260 to room 270 (likewise on the other floors).

Every room has a rating for how likely the room inhabitants will be present when the room is explored (Day,Night).

Room Assignments

All rooms match the general descriptions. This section defines which people are staying in each room, and any noteworthy facts which might affect the adventure.

2ND FLOOR

[201] Vacant.

[202] U.S. TV crew #1 (30,70).

[203] This room and room 204 are headquarters for the West German Security Police while they are stationed here. In this room, there are always three guards (A10) looking at plans and discussing security. Two dogs are kept in portable kennels. The captain of security is Max Birstein (N7) (80,80) who is working for the NERDS. His mission for the NERDS is to protect the leaders until they leave and to make sure the NERDS are undisturbed. He knows that the NERDS are working underground, but he doesn't know the entrances. If any agents try to avoid their duty to neutralize the NERDS by calling security, Max asks them to speak with him personally. If an agent meets with Max, he plants a weapon (if necessary) on the agent and has him arrested.

[204] Two German security guards (A10) are asleep here at any time.

[205] Blanche Almonde (N1) (20,50) is one of two delivery people working for the NERDS. A search of her room reveals French glamor magazines, a photography magazine, and some photographic equipment. The room also contains a suitcase full of clothes and personal items. Next to the telephone is a blank note pad and a pen. If agents take a pencil and shade the notepad to reveal the indentations caused by the previous note, they see the words "Lime Strudel—Newspaper", on Monday, and "Kumquat" on Tuesday.

[206] West German TV crew #1 (30,70).

[207] West German TV crew #2 (30,70).

[208] Woman ski tourist #2 (25,40).

[209] Swiss tourist (30,70).

[210] British TV crew #1 (30,70).

[211] AGENT #1.

[212] U.S. TV crew #3 (30,70).

[213] Daniel & Lisa Leat-Keach (W1 & W2), WIMPS agents.

[214] AGENT #2.

[215] Male ski tourist (25,50).

[216] Vacant.

[250] Belgian dignitaries with Louis Bourbon, conference leader.

[260] West German dignitaries with Greta Understanen, conference leader.

[270] Swiss dignitaries with Wilhelm Der Schippe, conference leader.

[280] Italian dignitaries with Mario Macaroni, conference leader.

3RD FLOOR

[301] Rhonda Heels (W3), WIMPS agent.

[302] Woman ski tourist #1 (25,40).

[303] British TV crew #2 (30,70).

[305] U.S. TV crew #2 (30,70).

[306] This room was occupied by Reiner Gesundheit. Reiner has been kidnapped by the WIMPS. If agents search this room before 1:00 p.m. on Monday, they discover no luggage and only a few discarded items lying around: a pair of dirty socks, a toothbrush and toothpaste in the medicine cabinet, and a few crumpled notes next to the wastebasket. Agents using Perception sense that Reiner made a hasty departure. Examination of the notes reveals the following scribblings:

"Laxative 6 bottles???"
"Strudel??"

Agents arriving after 1:00 p.m. find a vacant room.

[307] U.S. journalist (30,70).

[308] This room is occupied by Nancy Bagdon (30,60) a U.S. journalist who knows nothing about the NERDS but is looking for some excitement both for her story and herself. Her room reveals nothing incriminating, just the standard travel necessities.

[309] Two British tourists (30,70).

[310] AGENT #3.

[311] Two British tourists (30,70).

[312] Swiss tourists (25,60).

[313] French TV crew #3 (30,70).

[314] Elderly French tourists (40,80).

[315] This is the room of Luigi Lamborghini (N2) (30,50). Luigi is a messenger for the NERDS. His room contains the usual travel necessities. Subversive magazines in Italian lie on the bed. On the small table is a half-eaten piece of strudel. Agents rolling their Observation minus 20 notice that there is an empty cavity in the side of the strudel from which a small object seems to have been extracted (microfilm messages to NERDS headquarters).

[316] Vacant.

[350-380] A rich oil sheik, Eenie Meenie Chilibeanie (30,70) has rented all the suites on this floor. The chance for the full enterage to be present is (20,70). When present, the shiek is in room 360 with two of the women skiers. His bodyguards are in 350 and 370, and respond quickly if he summons or cries out. If the rooms are vacant, a search reveals the following:

[350] Men's clothing and travel accessories. There is a concealed (30,—) Uzi sub-machine gun (t) and spare full magazine hidden in a panel of one of the suitcases.

[360] This room is a mess, clearly the site of some large party. The bed is unmade, clothes and women's lingerie are strewn about, leftover food and several empty bottles of champagne lie about. A few magazines in Arabic are on the table. The closet conceals a small but heavy, portable combination safe (20,50). It is alarmed with a hidden (20,—) transmitter. If it is moved or opened, an alarm will sound on one of the sheik's bodyguards. It takes the bodyguards 5-15 minutes to arrive on the scene with weapons blazing. If the agents are gone, any theft is reported to the hotel manager. An investigation occurs, witnesses are questioned, prints taken, etc. Use the complications chart "Police Investigation" on page 44 of the *TOP SECRET®* Rulebook. Also use the modifiers on pages 22-23 of the *TOP SECRET® Companion*. In the safe are found various jewels and gems worth $50,000. It also contains $30,000 cash in various currencies.

[370] Bodyguard #2's room. On the bed are copies of popular girly magazines and a newspaper in Arabic. Concealed in a locked (—,20) briefcase is an Uzi that is rigged to be triggered from the outside.

[380] All the sheik's travel and play items are stored in this room, including: skis, polo equipment, tennis equipment, large cases with full clothes wardrobes, skin diving equipment (including two spearguns), and many other such things. (Give agents a 30% chance that something is here if they ask about an item in particular.)

4TH FLOOR

[401] Ian Flembert (A9), the weapons dealer, stays here (30,70). His room contains scattered clothes and a couple of handgun magazines. He stores no weapons here and must go out of town to arrange deliveries.

[402] Italian journalist (30,70).

[403] Two Greek tourists (25,60).

[404] Two American tourists (25,60).

[405] Vacant.

[406] French TV crew #1 (30,70).

[407] AGENT #4.

[408] West German TV crew #3 (30,70).

[409] German tourists (25,60).

[410] Danish ski tourists (25,60).

[411] Italian TV crew #2 (30,70).

[412] Belgian tourists (25,60).

[413] French TV crew #2 (30,70).

[414] Italian TV crew #1 (30,70).

[415] Patrick P. Shover (W4), WIMPS agent.

[416] Vacant.

[450-480] The four-man Swiss TV crew has taken over these four rooms for their base of operations. (40,60).

Ski Lodge

The Ski Lodge is located to the west of the Hotel. At the front entrance, a stairway leads up to the second floor of the lodge. At ground level and flanking the stairs, two doors are labeled in German "Entrance" and "Exit Only." The entrance leads into the first floor of the lodge. Just inside the door is a Ticket Booth.

1ST FLOOR

A. Ticket Booth
Paul Tergeist (SL1) mans the ticket booth from 8:00 a.m. until 4:00 p.m.. Ski tickets cost $30.00 for a full-day and $15.00 for a half-day ticket. If the agents try to get information from Paul, he indicates that a bribe of $25.00 will get them information. If they pay the bribe, he tells them to take the gondola lift to the top in one hour and he'll meet them there. At the meeting, Paul relates that the doctor in the First-Aid Center is a creepy fellow who came here about six months ago. The doctor spends long hours after work in his office and sometimes doesn't even seem to leave.

B. Foyer.
Past the Ticket Booth, a large waiting area contains two benches. An elevator that has a double-sided entrance is labeled "Spa, 2nd Floor, Locker Rooms, 1st Floor." The east side doors open into the first and second floor Foyers. The other doors open into the Locker Room entrance and the Spa entrance. There is also a small bulletin board with notices of equipment for sale and other personal notes. The most prominent message on the board is an advertisement for ski lessons by "Famous Ski Instructor—Jean-Jacques Rousseau." Classes take place from 10:00 a.m. to noon each morning.

C. Men's Locker Room
A swinging door opens into the Men's Locker Room. Half of the room contains lockers (50% have padlocks (—,15).

D. Women's Locker Room
The Women's Locker Room is almost a clone of the men's.

E. Rental Department
The Rental Department has a counter with a cash register. Its walls are lined with boots, poles, and skis. There is a bench in the middle of the room. Behind the register, a door leads into the Repair Department.

Johanna Schlitz (SL2) runs the Rental Department from 8:00 a.m. until 6:00 p.m.. A full ski outfit rents for $15.00 a day.

AGENT'S DOSSIER

AGENT: Barbara Coast **CODE:** ISB#1
ALIAS: Wendy Day **BUREAU:** Confiscation

VITAL STATISTICS
HEIGHT: 5'7" WEIGHT: 115# AGE: 43 SEX: F
NATIONALITY: England GLASSES: Yes Extremely Nearsighted

PRIMARY TRAITS		SECONDARY TRAITS	
Physical Strength (PS)	42	Observation (OB)	88
Charm (CH)	38	Offense (OF)	81
Willpower (WP)	100	Deception (DP)	55
Courage (CO)	71	Evasion (EV)	65
Knowledge (KN)	76	Deactivation (DA)	84
Coordination (CD)	91	Movement (MV)	233
TERTIARY TRAITS		Shock Resistance (SR)	96
Perception (PR)	80	Gambling Value (GV)	75
Hand-to-Hand (HtH)	107		
Surprise Value (SV)	119	Life Level	14

WEAPONS	Base Spd	Base Acc	RM(PB/S/M/L)	Rate	Ammo
Walther PPK (h)	91	118	0/-45/-145/—	1	7

KNOWN LANGUAGES: English: 91 French: 86 German: 78 Russian: 78

AREAS OF KNOWLEDGE

Astronomy	70	Philosophy	68
Computer Science	87	Photography	101
Hydraulic Engineer	66	Physical Education	99
Metallurgy	110	Psychology	103

EQUIPMENT

Walther PPK (h)	U2 CAMERA ACCESSORY BAG;
Shoulder holster	Pistol Silencer (disguised in lens)
Fountain Pen	50 Rounds of Ammo for PPK
Transceiver	Direction Finder (disguised as camera)
Trailing bug	1# Plastic Explosive (hidden in lining)
Electronic Lockpick	3 Timer Detonators (hidden in flash unit)
$500.00 cash	

Born and raised in northern England, Barbara and her husband, Sandy, joined the ISB in 1975. As a team, they specialized in deep penetration and confiscation of different revolutionary groups including the IRA and the IRS. Her husband was on a solo mission to infiltrate the NERDS when he was discovered and assassinated. Barbara holds a deep personal grudge against the NERDS. Her age and experience make her one of the ISB'S most committed, dependable, and cool-headed agents. She has great concern for the welfare of her fellow agents, often resembling a "mother hen with her chicks."

Barbara has heard that Richard Look is considered the bureau's resident Yuppie. He was well born, graduated from one of the Ivy League schools did a stint in the Peace Corps, and several years ago joined the ISB. The grapevine says he is just "too cool" and often projects the attitude that he is better than those he works with. His charm and effectiveness as an agent make him hard to completely dislike.

She has never met Una Doss, but has heard that she is usually a very effective agent. Barbara is somewhat concerned by rumors that Una "loses it" under pressure. She intends to keep an eye on Una and will try to steer her away from potentially stressful situations.

Barbara knows absolutely nothing about Max Faction, except that he is a brand new agent and will need guidance on this, his first assignment. She is surprised that he would join the agency at his age and wonders about his motivations.

Player's Name: _____

AGENT'S DOSSIER

AGENT: Richard Look **CODE:** ISB#2
ALIAS: Jose Martinez **BUREAU:** Investgation

VITAL STATISTICS
HEIGHT: 6'0" WEIGHT: 185# AGE: 33 SEX: M
NATIONALITY: U.S.A. GLASSES: None

PRIMARY TRAITS		SECONDARY TRAITS	
Physical Strength (PS)	85	Observation (OB)	72
Charm (CH)	62	Offense (OF)	67
Willpower (WP)	64	Deception (DP)	67
Courage (CO)	72	Evasion (EV)	62
Knowledge (KN)	79	Deactivation (DA)	70
Coordination (CD)	61	Movement (MV)	210
TERTIARY TRAITS		Shock Resistance (SR)	68
Perception (PR)	72	Gambling Value (GV)	68
Hand-to-Hand (HtH)	147		
Surprise Value (SV)	129	**Life Level**	**15**

WEAPONS	Base Spd	Base Acc	RM(PB/S/M/L)	Rate	Ammo
Browning (e)	77	114	0/-50/-150/—	1	13
Uzi (t)	64	145	0/-20/-110/—	4	40

KNOWN LANGUAGES: English: 92 Spanish: 81 German: 75

AREAS OF KNOWLEDGE

Business/Industry	111	Literature	108
Civil Engineer	123	Philosophy	87
Economics	54	Political Science	129
Electrical Engineer	82	World History	51
Linguistics	63		

EQUIPMENT

Browning (h)	Uzi (t) concealed in attache, can be
Shoulder holster	fired while in case (-10)
Fountain Pen	200 Rounds of Ammo (5 clips)
Transceiver	Silencer for Uzi
Mechanical Lockpick	Mike Receiver (disguised as walkman)
$800.00 cash	Two bugs (disguised as cough drops)

Richard is a second level investigator. After graduating from a prominment Ivy League school with a degree in social/international studies, he joined the Peace Corps in 1976. He spent four years in the Congo helping to build bridges. His ability to understand the relationship of politics to economics caused him to be approached by the Bureau to work on a freelance basis in the Information and Records Department. His original work dealt with researching areas of potential ISB covert activity. He joined the Bureau on a full-time basis in 1983, specializing in third world activities. His investigative activities took him to El Salvador, Ecuador, and Zimbabwe.

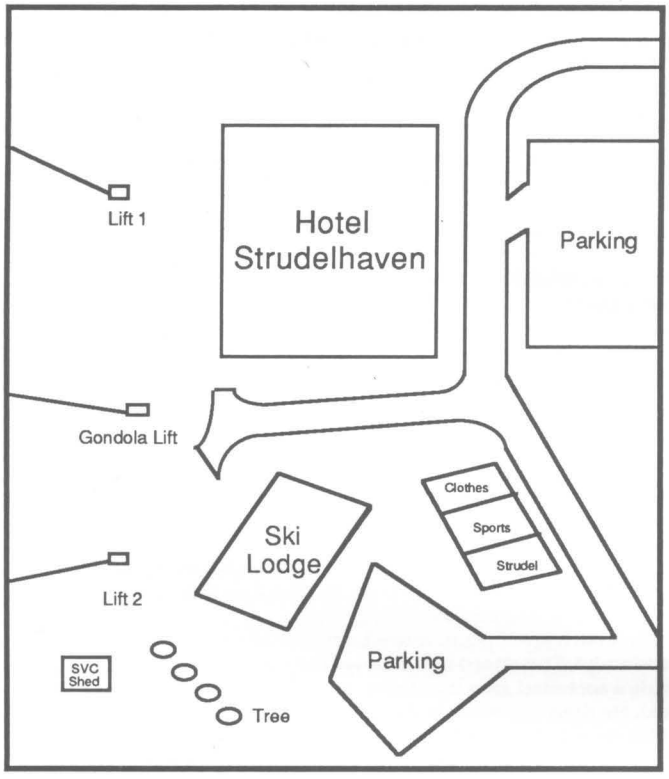
Mr. Look considers his investigative work to be several steps above the "lowly assassins," and he regards them with a certain disdain. In fact, his background places him a level or two above most of those who work for the agency. He considers himself quite charming.

Richard has never worked on an assignment with "Mom" Coast before, but he has met her on several occasions. He wonders if she was a good choice for this assignment because of her emotional involvement: her husband was killed by NERDS assassins not too long ago. She has always been an effective agent in the past, and he intends to watch for signs of over-zealousness.

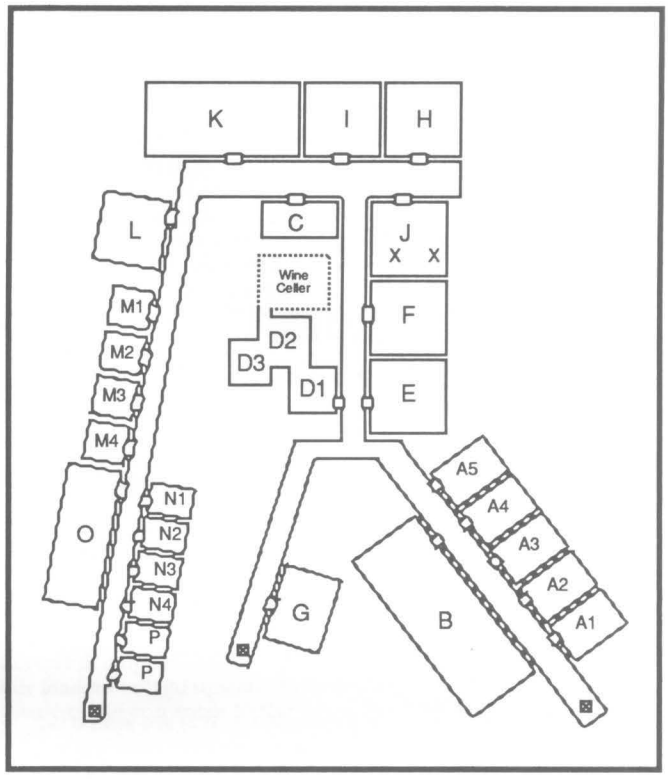
No matter how long Rich works for the agency, he will never be comfortable working with killers like Una Doss. The agency calls them assassins, but "a rose by any other name...." Una seems too young to be involved in killing, and Richard is still not used to seeing young women assassins. She is rumored to be good at what she does, but he doesn't know much about her and plans to keep it that way.

It will certainly be strange working with Max Faction, a "new kid" who's over 40. His medical background should be a good complement to Richard's many investigative skills.

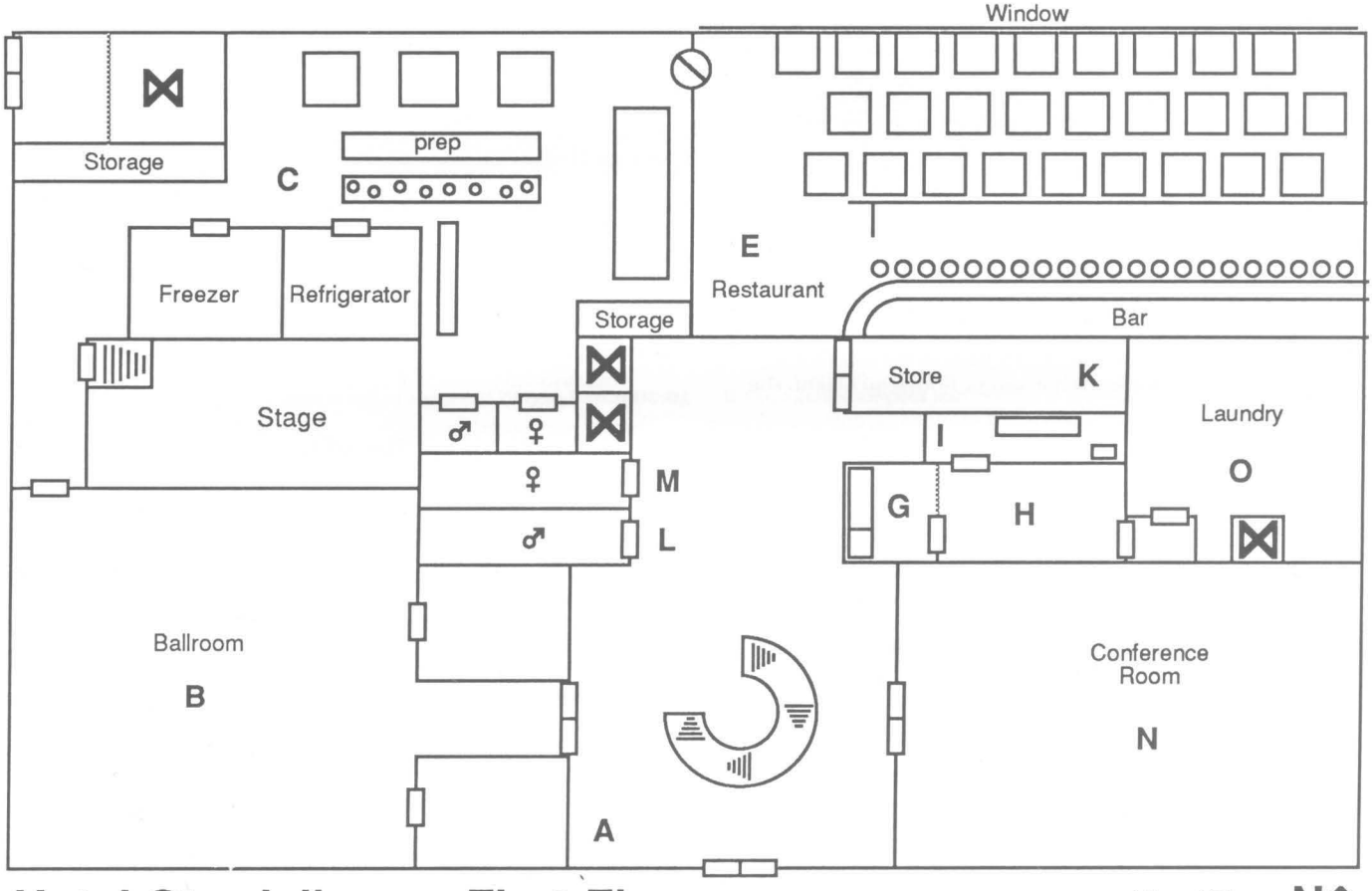
Player's Name: _____



Outdoor Layout 1" = 150' ←N



NERDS Complex 1" = 50' N↑



Hotel Strudelhaven First Floor 1" = 16' N↑

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Master Timeline (Round One)

The following is an hour-by-hour record of key events happening at the conference. The Administrator should familiarize himself with this timeline and refer to it as play progresses. Letter codes are used to indicate which character statistics on the master character chart should be used for each encounter.

Monday

10:00 am The agents arrive in their rented car. If they check into the hotel, they are assigned their rooms as indicated on the Hotel Guest Room Chart. If the agents ask about Reiner Gesundheit, the deskman informs them that Reiner checked out about an hour earlier. Further questioning reveals that Reiner was with two friends and paid his bill with cash. If asked to describe Reiner's friends, the deskman only remembers that they were tall. He tells the agents, if asked, that Reiner was in room 306.

Reiner has been kidnapped and murdered by WIMPS agents. The agents took his body to room 213 (W1 and W2 are staying in this room), have placed the "Do Not Disturb" sign on the door, and have left someone there to guard the body until they can dispose of it later tonight. Reiner's rental car still is in the parking lot. Its license number is listed on his hotel registration card, and the agents may find a way to get a peek at it.

If the car is searched, the agents will learn its interior is clean (as most rentals are) except for the ash tray, which is half full of ashes and has a discarded empty matchbook in it. The matchbook has a single word written on the inside cover: "wimps." Searching for information on wimps is fruitless, since this is a new and unknown organization. Employees questioned will not remember seeing Reiner leave this morning.

10:00-11:00 am Daniel & Lisa Leat-Keach (W1 & W2) are seated on a couch in the hotel lobby where they can watch the Conference Room. They are whispering to each other about their ideas for planting the bomb. Patrick P. Shover (W4) is in room 213 guarding Reiner's body.

10:00 am-Noon Blanche Almonde (N1) and Luigi Lamborghine (N2) are having breakfast in the hotel restaurant (see Hotel, Restaurant and Strudel Shop for details). They are not dining together as they don't know each other.

Rhonda Heels (W3) is taking a private lesson from Jean-Jacques Rousseau (A8). Following the lesson, he suggests a "private party" in the Service Shed. Rhonda accepts his offer and suggests they meet for dinner first in the Restaurant at 6:00 p.m. Although she is an expert skier, Rhonda pretends to be a rank beginner.

11:00 am-3:00 p.m. Patrick P. Shover (W4) is out skiing. He is looking for a place to hide Reiner's body. The WIMPS plan to move the body later this evening. Daniel & Lisa (W1 and W2) are guarding the body in room 213.

Noon-3:00 p.m. Rhonda (W3) joins Patrick (W4) in the search for the perfect burial site for Reiner. When out of Rousseau's sight, she skis as an expert.

Noon Press Booth opens. Blanche Almonde (N1) is present (see Hotel, Ballroom).

West German Security puts up metal detectors at the entrance to the hotel (see Hotel, Foyer).

1:00 p.m. Blanche Almonde (N1) bribes the hotel deskman for a list of the hotel's guests. She eventually delivers this list to NERDS administration with notes she has taken on suspicious characters (see Strudel Shop). Any agents in the Foyer or near the desk may observe the bribe if they use Observation.

2:00 p.m. Luigi Lamborghini (N2) picks up a message at the Strudel Shop (see Strudel Shop).

3:00-5:00 p.m. Daniel and Lisa (W1 & W2) eat in the Cafeteria while Patrick and Rhonda (W4 and W3) make plans for the burial tonight.

4:30 p.m. Blanche Almonde (N1) delivers her first report to Strudel Shop (see Strudel Shop).

5:00-6:00 p.m. Rhonda (W3) is in her room (#301) preparing for her date with Jean-Jacques (A8). Daniel, Lisa, and Patrick (W1, W2, and W4) are in room 213 preparing Reiner for his date.

6:00-8:00 p.m. Lisa, Daniel, and Patrick (W2, W1, and W4) remove Reiner's body from room 213 via the window. They take it into the woods northeast of the hotel and hide it until they can return after 10:00 p.m. to bury it.

6:00-11:00 p.m. Rhonda (W3) and Jean-Jacques (A8) go to dinner in the Restaurant (from 6:00-8:00 p.m.) and then retire to the Service Shed for post-dinner fun and relaxation. At 9:30 p.m., Rhonda suggests a moonlight stroll, which ends about 11:00 p.m.

6:30 p.m. Blanche (N1) and Luigi (N2) eat dinner separately at the hotel. Dr. Friedrich Flintz-schtonne (N3) goes to the hotel bar (see Hotel, Restaurant; Hotel, Bar).

7:30 p.m. Luigi (N2) goes to the Hotel Bar.

8:00 p.m. Blanche (N1) goes to the Hotel Bar.

8:00-10:00 p.m. Patrick (W4) and Daniel (W1) go to the Hotel Bar for a few drinks. Lisa (W2) retires to room 213 to prepare the bomb to be planted later this evening.

9:00 p.m. A stroke of bad luck hits the agents when one of the Sheik's bodyguards (A7) mistakenly identifies one of the male agents as a rival assassin.

The guard attempts to assassinate one of the male agents (chosen randomly). The guard (A7) follows the mistaken agent until he finds a secluded area (outdoors, an empty hall, a deserted room, etc.). He then approaches the agent, and, as he is putting a cigarette in his mouth, he asks for a match. The guard then drops the cigarette, bends over to pick it up, and draws his silenced Uzi. Upon standing up, he reveals his weapon to the agent and any companions, commanding them to not move an inch. Before he opens fire, he says, "Well, Mr. Fahrad, you were lucky enough to get away from us last time, but, as you can see, we will not be bothered by you or your organization anymore. Sheik Chilibeanie is getting tired of your pesty attempts on his life. You soon will be only a memory. Good night." At this point he opens fire on the agent and any companions.

The agents can attempt to use Charm to try and explain what seems to be a case of mistaken identity, if they can interrupt the bodyguard before he starts blasting.

10:00 p.m. Blanche (N1) retires to her room.

10:00 p.m.-Midnight Patrick (W4) and Daniel (W1) go to the Service Shed and drive the tractor with the stretcher to Reiner's hidden body. They load him onto the stretcher and drive the tractor up the slope past the summit. They deposit Reiner's body in a deep crevice, return the tractor to the shed, and return to room 213.

10:30 p.m. Luigi (N2) retires to his room.

Tuesday

Midnight-2:00 am The WIMPS (W1-4) plant the bomb in the Conference Room. Daniel and Lisa sit on a couch in the lobby to serve as lookouts for the operation, while Patrick and Rhonda plant the bomb in the Conference Room.

4:00-6:00 am The strudel baker puts a message into the strudel (see Strudel Shop).

8:00 am Press booth opens. NERDS guard (N18) dines at strudel bakery for one hour (see Strudel Shop). Susette Crepes (N10) prepares the Conference Room (see Hotel, Conference Room). Lisa and Daniel, Rhonda, and Patrick breakfast separately in the hotel Restaurant.

9:00-10:30 am Patrick and Rhonda (W4 & W3) check the burial site by daylight. Daniel and Lisa (W1 & W2) sit on a couch in the lobby to watch the festivities. They detonate the bomb by radio control

(carried in Lisa's purse) at 10:30 a.m. (if all the leaders are in the Conference Room).

9:30 am The leaders arrive by limousine with police escort. Each leader is in a separate limo, and they enter the lobby one at a time. They wave at the crowd and ascend the circular staircase, going into their suites.

10:00 am The leaders come down the stairs and enter the Conference Room for their first two-hour meeting.

Part One ends at 10:30 a.m. on Tuesday, whether the WIMPS' plot succeeds. If the agents foil the plot, they discover a prepared press release in the jacket pocket of one of the WIMPS. This release was to be sent to the local television station. It claims WIMPS responsibility for the bombing and announces their cause to the world. This discovery should alert the agents to the existence of a second plot. They now must turn their attention to the NERDS, who have been busy preparing for their big day, scheduled for Wednesday.

Master Timeline (Round Two)

Tuesday

10:00-11:00 am Luigi (N2) goes to the Strudel Shop.

11:00 am-Noon Blanche (N1) goes to the Strudel Shop.

Noon-2:00 p.m. The leaders emerge from the Conference Room and have lunch in the Ballroom. The press is allowed to take pictures at the entrance to the room but are then pushed out to allow the leaders privacy.

2:00-4:00 p.m. The leaders emerge from lunch in the Ballroom and return to the Conference Room to continue their meeting.

2:00 p.m. Luigi Lamborghini (N2) picks up a message at the Strudel Shop (see Strudel Shop).

3:00-4:00 p.m. NERDS guards eat in the Cafeteria and the Strudel Shop (see Cafeteria and Strudel Shop).

4:00 p.m. The leaders hold a short press conference in the Ballroom. They indicate that substantial progress is being made and they expect to have a finished document by the end of their meeting tomorrow. They then retire to their suites to prepare for the evening's festivities.

4:30 p.m. Blanche Almonde (N1) delivers a report to the Strudel Shop (see Strudel Shop).

6:00 p.m.-Midnight The hotel hosts cocktails, dinner, and dancing for the leaders and the press. The entire affair is rather dull. The only useful information available comes from a member of the Swiss press corps. He has been suffering from mild constipation and was surprised to find that the Gift Shop had run out of laxatives. He complains mildly, and a member of the German press offers a bottle of hers, saying that when she purchased her package on Sunday, the store had several bottles on the shelf.

The other conversations center on terrorism in general, the proposed agreement and the effects expected from it, rumors of a terrorist attack at the meeting (NERDS and PLO are two groups mentioned), the recent World Cup soccer tournament (won by the Italians), the ski conditions at Strudelhaven (fair), and the pressures that befall members of the press when they are in the field.

6:30 p.m. Dr. Friedrich Flintz-schtonne (N3) goes to the hotel Bar.

7:30 p.m. Luigi (N2) goes to the hotel Bar.

8:00 p.m. Dr. Flintz-schtonne (N3) leaves the Bar.

10:30 p.m. Luigi (N2) retires to his room.

Wednesday

4:00-6:00 am The strudel baker puts a message into the strudel (see Strudel Shop).

8:00 am Press booth opens. NERDS agent dines at strudel bakery for one hour (see Strudel Shop).

9:00-10:00 am Blanche Almonde (N1) and Luigi Lamborghine (N2) have breakfast in the hotel Restaurant (see Restaurant). They are not dining together as they don't know each other.

9:00-10:00 am The chef puts laxative into the leaders' food.

10:00-11:00 am Luigi (N2) goes to the Strudel Shop.

10:00 am-Noon NERDS guards eat breakfast. One eats in the Strudel Shop and two eat in the Cafeteria (see Strudel Shop and Cafeteria).

11:00 am-Noon Blanche (N1) goes to the Strudel Shop.

Noon-2:00 p.m. Luigi (N2) and Blanche(N1) go to their rooms, pack their belongings, and leave Strudelhaven at 2:00 p.m. They travel in separate rented cars.

The leaders emerge from the Conference Room and have lunch in the Ballroom. The press is allowed to take pictures at the entrance to the room but are then pushed out to allow the leaders privacy.

2:00 p.m. The leaders emerge from lunch. If the agents did not succeed in stopping the laxative from being planted in the food, all four leaders will go upstairs to their suites to use the bathrooms. However, the entrances to the suites have been locked by a switch in the NERDS complex. In their urgency, the four leaders use the public bathrooms on the first floor (see Hotel, Lobby Bathrooms).

Even if the leaders didn't get a dose of laxative, they still need an after-lunch break. The suites are still inaccessible, and the leaders go to the Lobby Bathrooms.

2:15 p.m. The meeting re-convenes.

4:00 p.m. The conference ends, and the leaders emerge for a press conference in the Foyer.

If all four leaders were successfully swapped, the disguised NERDS agents announce they have decided that the more pressing problem of nuclear armament should take precedence over terrorism, and that they have the beginnings of a nuclear cooperation agreement to increase and fortify the nuclear arsenals of their countries.

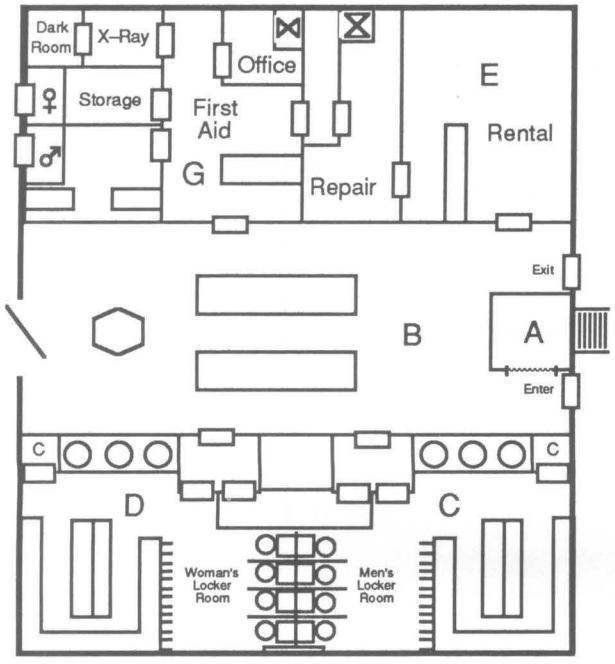
If only two leaders were swapped, they announce that they could get nowhere in their talks but future talks may be scheduled.

If the swap was unsuccessful, the leaders announce they have made good progress and have a tentative agreement that will help deal with terrorism in their countries and other parts of Europe. More talks are scheduled in six months.

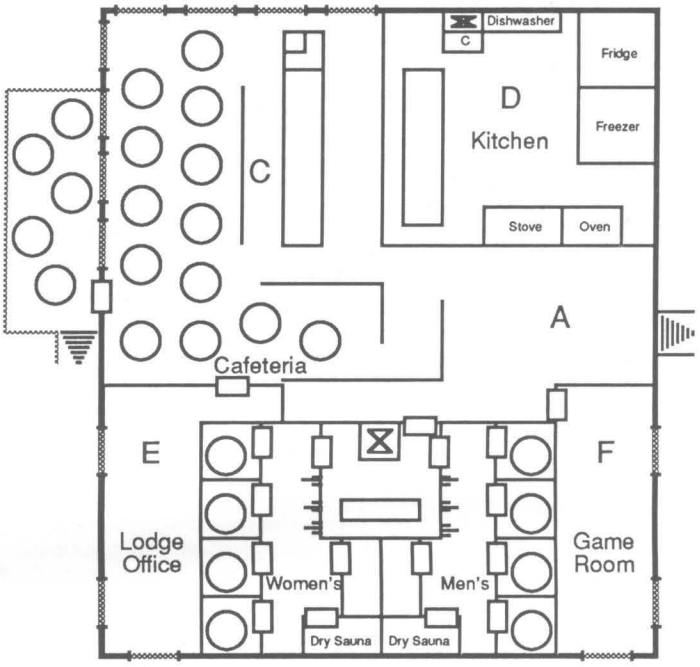
If the agents suspect something is wrong, a roll of less than half their Perception gives them the feeling something fishy has happened, but they don't know what. If they roll one-quarter Perception, they suspect that some or all of the leaders are imposters. If they roll under 10, they know at least one of the leaders is an imposter.

4:30 p.m. The leaders retire to their suites. (The door has somehow become unjammed.)

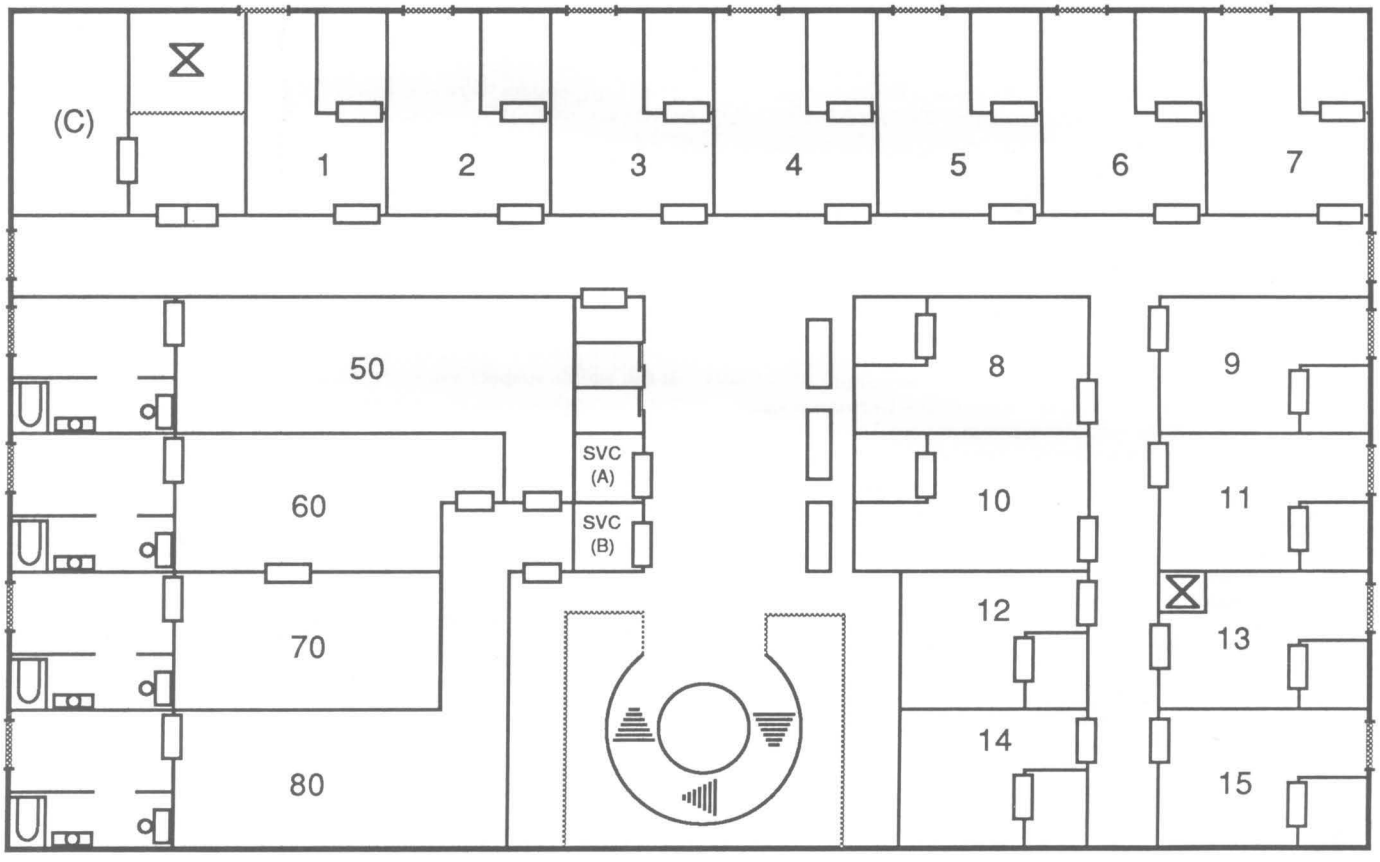
5:00 p.m. The leaders depart Strudelhaven, and the adventure ends.



Ski Lodge First Floor 1" = 20'



Ski Lodge Second Floor 1" = 20'



Hotel Strudelhaven Second Floor

1" = 16' N↑

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AGENT'S DOSSIER

AGENT: Una Doss **CODE:** ISB#3
ALIAS: Maria **BUREAU:** Assassination

VITAL STATISTICS
HEIGHT: 5'8" WEIGHT: 125# AGE: 23 SEX: F
NATIONALITY: U.S.A. GLASSES: None

PRIMARY TRAITS		SECONDARY TRAITS	
Physical Strength (PS)	75	Observation (OB)	76
Charm (CH)	78	Offense (OF)	56
Willpower (WP)	71	Deception (DP)	80
Courage (CO)	82	Evasion (EV)	54
Knowledge (KN)	81	Deactivation (DA)	55
Coordination (CD)	29	Movement (MV)	157
TERTIARY TRAITS		Shock Resistance (SR)	77
Perception (PR)	79	Gambling Value (GV)	68
Hand-to-Hand (HTH)	129		
Surprise Value (SV)	134	**Life Level**	**15**

WEAPONS	Base Spd	Base Acc	RM(PB/S/M/L)	Rate	Ammo
.357 Revolver	66	87	0/-50/-160/—	1	6
.25 Beretta (lll)	61	91	0/-55/-155/—	1	7

KNOWN LANGUAGES: English: 91 Spanish: 90 German: 71 Russian: 70

AREAS OF KNOWLEDGE

Anthropology	64	Economics/finance	74
Arts & Crafts	96	Home Economics	107
Astronomy	54	Math/Accounting	166
Chemistry	52	Military/weaponry	93

EQUIPMENT

.357 Snub-nose Revolver	Shoulder holster
.25 Beretta (lll)	Ankle holster
X1/9 TYPEWRITER; conceals:	Stiletto (hh) in spacebar
1# Plastique (hidden in roller)	50 Rounds of .357 Ammo
2 Timer Detonators	4 feet of piano wire
In a BAGGY PURSE:	3 Sleep Gas Capsules
Fountain Pen Transceiver	3 Smoke Bomb Capsules
$800.00 cash	Israeli Gas Mask

Una Doss is the daughter of a Texan USAF test pilot and a South American refugee. She grew up on various military bases in the southwestern U.S. In 1979, at the age of sixteen, she started doing part-time clerical work for the U.S. division offices. Her mother's stories of torture and civil rights violations in El Salvador motivated her to enter the Special Services division in 1983. Her training there included the use of weapons and explosives.

Currently a second level assassin, she does her job effectively, with decisive action. However, in high stress situations she is prone to mistakes and accidents from sudden onsets of clumsiness.

Una feels sorry for Barbara Coast. Her husband Sandy, was assassinated by NERDS agents recently. Una can imagine how Barbara feels and looks forward to helping her get revenge for husband's death.

Until this assignment, Una had been lucky enough to avoid "Yuppie Rick Lock." Her luck was bound to turn eventually. He doesn't like "killers," as he calls assassins and Una doesn't have much use for spoiled rich kids.

Una can't believe it! This dude Max Faction is old enough to be her old man, and he doesn't look anywhere near as tough. To make matters worse, he's new and will probably get into some mess that she'll have to get him out of. Una feels her best bet is to keep him away from trouble in the first place.

Player's Name: _____

AGENT'S DOSSIER

AGENT: Max Faction **CODE:** ISB#4
ALIAS: None **BUREAU:** Investigation

VITAL STATISTICS
HEIGHT: 5'8" WEIGHT: 165# AGE: 40 SEX: M
NATIONALITY: U.S.A. GLASSES: None

PRIMARY TRAITS		SECONDARY TRAITS	
Physical Strength (PS)	47	Observation (OB)	93
Charm (CH)	44	Offense (OF)	79
Willpower (WP)	95	Deception (DP)	62
Courage (CO)	80	Evasion (EV)	61
Knowledge (KN)	91	Deactivation (DA)	85
Coordination (CD)	78	Movement (MV)	220
TERTIARY TRAITS		Shock Resistance (SR)	88
Perception (PR)	87	Gambling Value (GV)	78
Hand-to-Hand (HTH)	108		
Surprise Value (SV)	123	**Life Level**	**14**

WEAPONS	Base Spd	Base Acc	RM(PB/S/M/L)	Rate	Ammo
Browning (e)	89	136	0/-50/-150/—	1	13
12 guage Shotgun (aa)	75	159	+9/- 5/- 80	1	5

KNOWN LANGUAGES: English: 95 French: 80 Arabic: 65 Vietnamese: 70

AREAS OF KNOWLEDGE

Animal Science	111	Medicine/Physiology	91
Anthropology	60	Military/weaponry	88
Botany	74	Naval Science	84
Electrical Engineer	58	Physics	102
Linguistics	73	Psychology	100

EQUIPMENT

Browning Hi-Power (e)	12 guage Shotgun (aa); with full choke (hidden in suitcase panel)
Hip holster	
50 Rounds of 9mm Ammo	12 Rounds #5 Buckshot
Concealed in SHAVER:	3 syringes with needles
3 doses Truth Serum	2 doses Anesthetic
2 doses Depressant	Fountain Pen Transceiver
$800.00 cash	Binoculars

Max Faction is a first level investigator who served in a MASH unit in Vietnam. After the war, he stayed in the service as a counselor at an Army hospital in the Philippines. His knowledge of the sciences and medicine caught the attention of ISB which was looking to recruit agents who had similar backgrounds to those of the the NERDS founders. Max has only been in the Bureau for eight months, having spent the first six in weapons and tactical training. This is his first mission with the ISB, and he should expect to be watched carefully.

Max feels that having someone close to his own age along is going to make this first assignment a bit more comfortable than if he were stuck with a bunch of young kids. Barbara Coast seems capable, and Max has heard good things about her. He will try to follow the lead of her experience.

Richard Look, Max's fellow investigator, seems to be a little full of himself for someone so young. Max hopes that some of his own and Barbara's maturity will rub off on Rick.

Una Doss reminds Max very much of Jennie, his daughter who will be graduating from high school this year. He realizes that as an assassin, she can take care of herself without his help, but he knows he'll keep an eye on her anyway.

Player's Name: _____

F. Repair Department
In the Repair Department, Roger Marquette (SL3) fixes broken skis.

G. Emergency First Aid Center
In the waiting room of the First Aid Center are two padded couches and a counter. Behind the counter is a hallway that leads to an X-ray room, medical storage area (—,30,), and the doctor's office. Also behind the counter, on the south wall, a second doorway opens onto a service entrance hallway. A patient room with three beds has 0-3 people resting from sprained ankles, etc..

Helga Himmel (SL5) helps the doctor manage emergency medical situations from 8:00 a.m. until 6:00 p.m.. She knows nothing about the doctor's ties to the NERDS, but she can tell an agent using Charm succesfully about the doctor's habits (long hours, sometimes spends all night there, etc.).

Doctor Freidrich Flintz-Schtonne's (N3) office has a desk, a light board for viewing X-rays, and bulletin boards. There is a small clothes closet in the corner that is actually an elevator down to the NERDS complex. If the elevator is in the down position, there is a 20-foot drop. A concealed (30,—) switch in the threshold of the door activates the elevator up or down. There are crumbs of strudel on the desk.

Outside Perimeter

On the east side of the building is a service entrance (—,30). The entrance opens into a hallway (H) that leads to the Repair Department, First Aid area, and a service elevator that goes up to the Cafeteria.

2ND FLOOR

Entrance
Stairs rise up from ground level to the front entrance. On the north side, stairs ascend to an outdoor patio that is part of the lodge Cafeteria. Doors lead from the patio into the dining area of the Cafeteria.

A. Second Floor Foyer
At the top of the front stairs, doors open into the Foyer. The Foyer is a rather sparse waiting area with padded vinyl benches. On the west side, a door is labeled "SPA." It leads into the Spa waiting area.

B. Spa Waiting Room
There is a carpeted waiting area in front of the Spa. A small passenger elevator comes up from the locker rooms below. A service desk sits between the entrance to the men's and women's spas. Inside the men's spa are four private hot tubs, a group sauna, a group steamroom, and a couple of showers that provide cold water only. A bench sits in the middle of the room. The women's spa is a mirror of the men's.

The front desk is run by Bertha Doppelganger (N4) from 8:00 a.m. until 4:00 p.m. and by Brunhilde Walkyrie (N5) from 4:00 p.m. til midnight. Both are NERDS agents on the lookout for "too curious" guests. If the agents ask too many questions or act suspiciously, Bertha or Brunhilde gives them a private hot tub room. Upon entering, the NERDS attendant throws some switches that lock the door to the room (—,40) and then causes the room and tub temperatures to rise by 5 degrees every 5 minutes. Unless the agents use Perception, they do not notice the rising temperature until it reaches 120 degrees Fahrenheit.

Agents with an AOK over 75 in hydraulic or industrial engineering may figure out how to disconnect the hot tub heating mechanism. If the agents enter the disconnected tub, they can escape harm from the heated air in the room. The room temperature stops rising at 200 degrees and stays there for 10 minutes. Unprotected agents lapse into unconsciousness unless they roll under their Willpower minus 50 when the temperature reaches 150 degrees. At 200 degrees, they have only a 5% chance of staying conscious. After ten minutes, the attendant opens the door to check on them. If they are unconscious she handcuffs and gags them, coming back for them after closing. They then are taken at gunpoint to the First Aid Center and escorted into the NERDS complex one at a time.

C. Cafeteria
The Cafeteria has 15 tables inside and 7 tables on an outside patio.

Agents sitting near a window or on the patio may see certain activities on the slopes if they succesfully roll under their Observation. Refer to the Random Encounter Chart: Outside to determine what the agents might see.

There will be from 4-40 people (4d10) in the Cafeteria from 8:00 a.m. to 4:00 p.m.. The Cafeteria closes at 4:00 p.m.. Other encounters in the Cafeteria include the following:

Monday

11:00 a.m.-1:00 p.m. A turbaned man (A3) with a young blond woman is eating lunch at a table near the windows. They are laughing and talking about skiing. They are accompanied by two other turbaned men (A6 & A7) who are large and burly. Agents using Perception sense that the two men are the first man's bodyguards. He is a rich oil sheik named Eenie Meenie Chilibeanie who is staying in a 3rd floor suite of the hotel.

If a male agent is present for this encounter, he notices that one of the bodyguards looks directly at him, looks away, and then does a double-take as he looks back at the agent. (This is a foreshadowing of the assassination attempt at 9:00 p.m. on Monday.)

Tuesday & Wednesday

10:00 a.m.-noon Two large men enter the Cafeteria, get breakfast, then sit at a table by themselves and begin to converse in soft tones. They are two NERDS guards (N18) who have come up through the doctor's elevator for breakfeast. They stand out in a crowd because of their size and attire. They are both wearing dark clothes, boots, and baseball caps and have extremely short haircuts. They don't look like they're going skiing. If anyone is sitting near them or moves near them, they cease talking. If the agents follow them, they will see the NERDS take the elevator down to the first floor, and go into the First Aid Center. They then take the closet elevator down to the NERDS complex.

Noon-3:00 p.m. The ski instructor, Jean-Jacques Rousseau (A8), and two women buy lunch with beer and take a seat on the patio. The women seem to be fascinated by Rousseau and he shows no objections to their fascination. Agents who are sitting at an adjacent table and who roll under their Observation hear Jean-Jacques trying to persuade the women to go to the Service Shed with him for a "good time." He explains that only a few people, including himself, have a key to it and that it can be very private. The women resist his offer.

The instructor has a key to the shed that he got from the previous maintenance man. He sometimes takes friends out there for privacy. One time, he was suprised by two maintenance men who seemed to appear out off nowhere. They told him to leave.

1:00 p.m.-3:00 p.m. A scraggly looking drunk (A5) orders a beer and the salad bar. He takes a seat near the northwest corner, paying little attention to those around him and much attention to his food and drink. Most agents who approach him are greeted by distrusting looks. However, if they have Charm over 75, he does not object to their taking a seat at his table. Agents with Charm under 75 are greeted by "Mind your own business, beat it, leave an old man in peace, etc." If they persist, the drunk moves to another table.

If agents succeed in sitting next to him, the drunk tells the following story in a grumbling, piecemeal fashion. He says, "For fifteen years I was the maintenance man for the ski lifts and other equipment here. Then, about six months ago, the place was sold. The new owner hired me to help build a new maintenance shack at the base of the slopes. Now I says to the young guy in charge, Why don't you put the shack over by about twenty yards and you won't have to clear no trees?" But he says to mind my own business and do the work I'm paid for. So that's what I does. Well anyway, the shack gets built and poof!, old Hans is out of a job. They bring in these young tough guys to do my job. What do they know?? But I ain't so stupid. I got a key to that place. An' I gave one to that ski instructor cuz...well...I needed some money. Course I ain't ever used the key, but someday if I get a real inkling to get even, I just might."

Hans, the drunk, leaves the cafeteria at 3:00 p.m..

3:00 p.m.-4:00 p.m. (Tuesday only) This is the same encounter as the 10:00 a.m.-Noon entry, except that two different NERDS guards stop by to eat lunch.

D. Kitchen
Double swinging doors lead from the Cafeteria into the Kitchen. A large counter with food in the final stages of preparation runs along the north wall. Against the east wall stand a large oven and a large stove, next to a large, restaurant-style dishwasher. A walkin freezer and refrigerator line the south wall. Shelves cover all the spare wallspace. There is also a service elevator that rises up from the first floor. Two cooks and a dishwasher work in here from 6:00 a.m. until 4:00 p.m..

E. Lodge Office
A locked (—,20) door leads from the Cafeteria into the Lodge Office. This room is furnished with two desks, a filing cabinet, a bulletin board, a couple of chairs for visitors, desk lamps, and a stereo system. A throw rug in the corner conceals a floor safe (20,40) containing $5,000.

Boris Mansch (SL6) works here from 8:00 a.m.-6:00 p.m. with the assistance of his secretary, Gigi (SL7). They have no knowledge of the NERDS, but agents searching the filing cabinet (using Observation) find documents referring to the sale of the lodge to Herr Burgerbagger.

F. Game Room
The Game Room has assorted video games and two coin-operated pool tables. There will be 1-10 people in here during Spa hours. A 10-year old boy is here playing games. If an agent plays a video game, the boy pretends to watch him play while he tries to pick his pockets for coins to play on the machines.

The Strudel Shop

The Strudel Shop has five small tables with ten chairs and is open from 8:00 a.m. to 6:00 p.m.. There is a bakery display counter with a cash register on top (contains $100-$1000). Behind the counter is the baking area and a small bathroom. The baking area is in plain view through a large display window. The small bathroom has a hidden panel (30,—) that reveals an elevator call button and a latch that opens a door into an elevator that goes down to the NERDS complex. Another hdden panel (30,—) in the elevator reveals the up and down controls.

Olga Buttlebutter (N8) and her husband Hans (N9) are both NERDS agents. They are helping to pass and collect information about the mission as the swap time approaches. She keeps a shotgun (Z) on a shelf underneath the cash register. The following encounters occur here:

Monday

2:00 p.m. Luigi Lamborghini (N2) enters the bakery and asks for salmon-flavored strudel. (Agents should use Observation to determine if they hear this exchange.) Olga hands him a bag containing strudel. He then leaves, picks up his car in the parking lot, and drives out of Strudelhaven. If agents choose to follow, they must roll under their Evasion three times before Luigi gets to his destination. If the agents are unsuccessful, they have been spotted by Luigi. He then stops at a gas station, fills up with petrol, and goes back to Strudelhaven.

If the agents succeed in following him, they see him stop at a hospital and quickly enter the front door with the bag of strudel. He leaves the hospital without the strudel. He has just made delivery of a message concealed in the strudel (30,—). The message reads, "The chameleons are improving. Their color is still poor." It is intended for the eyes of Herr Burgerbagger, the NERDS director of operations for all of Southern Germany. (This module is not prepared to pursue the mission from this location, so administrators should try to steer agents back to Strudelhaven.)

4:00 p.m.-5:00 p.m. Blanche Almonde (N1) arrives with a newspaper under her arm and asks for lime strudel. Olga hands her a bag and Blanche sets the newspaper on the counter. The bag contains $1,000, and the newspaper has a list of the hotel guests (20,—) concealed in it. Any guests who have seemed suspicious to Blanche have been circled on the list with a note next to their names. Blanche leaves and goes back to her room at the hotel. Olga hands the newspaper to Hans, who then goes to the restroom, down the elevator and to the doctor's office in the NERDS complex. He returns and emerges from the bathroom within five minutes.

Tuesday

4:00 a.m.-6:00a.m. Agents who happen to be watching the baker through the window without being seen observes Hans (N9) baking strudel. In one piece of the strudel he places a small capsule with a message that reads "The chameleons are hungry. Their color gets better." When the strudel is baked, he separates one piece from the others.

8:00 a.m. A large man with very short hair, dressed in dark clothes, boots, and a baseball cap emerges from the bathroom. He is a NERDS guard (N18) coming up for a bite to eat. He buys some strudel and then takes a seat in the corner. After an hour, he gets up and goes to the restroom and then back down to the NERDS complex.

10:00 a.m.-11:00 a.m. Luigi arrives for the same encounter as yesterday, except this time the note reads, "The chameleons are hungry. Their color gets better."

11:00 a.m.-Noon Blanche Almonde (N1) arrives for the same encounter as yesterday, except that she adds two unprocessed rolls of film with shots of the heads-of-state in the newspaper. After this drop, Blanche goes back to her room.

Wednesday

8:00 a.m. The same large man (N18) that came up on Tuesday comes up for the NERDS complex again today.

10:00 a.m.-11:00 a.m. Luigi arrives for the same encounter as Monday, except this time the note reads, "The chameleons will strike—on full stomachs."

11:00 a.m.-Noon Blanche Almonde (N1) arrives for the same encounter as yesterday. After this drop Blanche goes back to her room and starts packing to leave.

Sporting Goods Store

This is a small Sporting Goods Store with an emphasis on mountaineering and ski equipment. It's hours are 10:00 a.m. to 5:00 p.m., and there is one salesperson on duty during these hours. There are no firearms for sale here, but there is a crossbow pistol (at) with blunt tipped arrows for sale at $40.00.

Clothing Shop

The Clothing Shop is open from 10:00 a.m. to 5:00 p.m. and has one salesperson on duty. This shop sells men's and women's clothing with an emphasis on ski and sports wear. Agents who have identified a NERDS guard find dark clothes, boots and baseball caps that are similar to the NERDS' attire (+10 to Deception).

Service Shed

This shed has locked (—,30) double doors that open wide enough for the First-Aid tractor to get in and out. Inside the shed are the tractor with a stretcher in tow, various hand tools, and chain saws. In one corner is a locked (—,20) storage room. The storage room is really an elevator that goes down to the NERDS complex. If agents succeed in opening the door to the storage room, there is a 50% chance that the elevator is in the up position and the room looks like a normal small room with some tools hanging on the wall. If the elevator is in the down position, instead of a floor there is a cavern about 20 feet deep. A hidden switch (20,—) in the door's threshold hides an elevator call button.

The Nerds Complex

The nerve center of the NERDS plot lies underground. Utilizing a WWII refugee catacomb, the complex covers an area just slightly smaller than the full area of the Strudelhaven resort. There are four elevator entrances to the complex: in the Strudel Shop, the First-Aid Center, the Service Shed, and the hotel's first-floor restrooms. Except for the restroom entrances, all entrances operate by a concealed (30,—) switch. The restroom entrances only can be operated by controls in the monitor/control center of the complex. The hallway lights are always on unless they are deactivated in the control room. One guard (N18) is posted at each entrance at all times. Any intrusion causes the guard to activate a switch. A loud alarm sounds, waking up sleeping guards. Guards at entrances remain where they are, but the other six guards will arrive within two minutes armed and ready for a confrontation.

A1.-A5. Barracks

These are the sleeping and living quarters for the NERDS guards. Each room sleeps two and has bunkbeds, a small table and chair, and two locked footlockers (—,20). The doorway to each room is covered by a curtain instead of a door.

A1. A sleeping guard (N18) is snoring in the bottom bunk. Agents searching this room must roll under their Evasion minus 50 in order to avoid waking up the guard. A search reveals only clothes, and some crackers and peanut butter stashed under the bottom bunk.

A2. This room is unoccupied. The bunks are unmade and the room is rather messy. Posters of tanks, fighter planes and scantily clad women cover the walls. A full search reveals a pistol (l) under the mattress of the top bunk.

A3. There is no one in this room. On the table, a chess set stands in midplay. A large quantity of empty soda cans have been stacked on top of each other in such a way that they almost cover the wall opposite the bunks. Agents must roll under their Coordination or they accidentally knock the cans down, causing a loud commotion. A knife (jj) is in the locked locker (—,20) of the room's residents.

A4. A guard sleeps in the top bunk (see A1 for reaction) One of the lockers contains a half-consumed bottle of Vodka, and the other locker contains a portable cassette player with headphones and some heavy-metal rock tapes.

A5. This empty room has been painted black with white spots, giving the feeling of a night sky. Fantasy books and magazines lie on the table. One locker contains 20 very old comic books ($400).

B. Supply Room

A guard/attendant sits at a desk near the entrance. This room is filled with all sorts of supplies necessary for the operation of the complex. There is toilet paper, cleaners, stationery, ammunition (for the AK47), and other such items. Anyone wishing to aquire anything must sign it out with the guard.

C. Director's Office

The door to this office is always locked (—,25). This is Dr. Flintz-Schtonne's (N3) office, where he does all of his work for the NERDS plot. The doctor is in his office from 9:00 p.m. to 1:00 a.m.. The office contains a desk, filing cabinet, lamp, and chair. Blueprints of the NERDS complex hang on the wall. On the desk is a pamphlet labeled "Nuclear Co-operation Agreement" in four languages. Examination of the files reveals dossiers on the four foreign leaders and purchase orders for supplies and weapons.

D1.-D3. Plastic Surgery
This small surgical complex is used to make the replacement leaders look like the originals. These rooms haven't been used for a while. Agents using Perception sense the lack of use.

D1. Scrub Room This is a sink with antiseptic in dispensers on the side. Plastic gloves, smocks, and surgical masks are laid out.

D2. Surgery An operating table, bright lighting, surgical utensils and electronic monitoring devices fill this room. On the wall is a light board with X-ray photos pinned to it. Next to these X-rays are photos of the four leaders. Agents with an AOK over 75 in medicine realize that this room is used for plastic surgery.

D3. Recovery Room A bed, monitoring devices, and a chair are in this room.

E. Viewing Room
This room is used by the impostors to view video tapes of the leaders that they are replacing. The room has a couch, a video player, and a monitor. There is a 25% chance that one of the impostors is in this room at any time until 1:00 p.m. on Wednesday.

F. Photo Lab
This room has viewing tables and a photographic darkroom. The lab technician (N13) works in here from 10:00 a.m.-10:00 p.m.. On the walls hang pictures of the four leaders in nondescript surroundings. If it is after noon on Tuesday, the pictures are of the leaders arriving at the hotel. Some of the pictures are marked with pen, noting specific details of the leaders. On the Italian leader's picture, a bracelet is circled with a note saying "Silver?" The Swiss leader's tie is circle, and the note asks, "Do we have this material?" The West German leader's shoes are circled; the note reads, "Very shiny." The Belgian leader's face is marked with the note, "Nicked himself shaving."

G. Wardrobe
Racks of fabric and a sewing machine fill this room. Pictures of the leaders in many different changes of clothing are pinned to the wall. The seamstress (N14) works in here from 10:00 a.m. to 10:00 p.m..

H. Detention Cell
This is a locked cell with barred doors (—,50). A security camera monitors the cell door. Any agents who have been captured are kept here until after the impostors are swapped with the leaders. The captured heads-of-state are kept here after their kidnapping. At 5:00 p.m. Wednesday, any imprisoned agents are assassinated. The leaders are not assassinated, but are held until a future date for possible extortion purposes.

I. Monitoring Station
A NERDS guard sits at a chair and views a small bank of video monitors. Four cameras are used (two in each bathroom) to monitor traffic in and out of the stalls. The cameras are mounted to give the guard a full view of the stall doors. During the swap, he watches until he sees one of the leaders enter a stall. Once the door is closed, he turns on the gas and lowers the elevator. Another monitor views the Detention Cell. This room has controls that activate the release of sleeping gas into the stalls and the operation of the Stall Elevators. There is also a switch to activate the jamming of the door to the leaders' suites. A locked power panel (—,20) which distributes all power to the NERDS complex is in the corner. Agents with an AOK over 65 in electronics engineering know how to operate these controls. The guard has keys to the Detention Cell and the Stall Elevator entrance.

J. Stall Elevators
This is a group of eight separate elevators that rise up into the toilet stalls above. There are no doors on the elevators as they move. If all the elevators are in the up position, this room shows eight hydraulic supports going up into the ceiling. The entire complex of elevators is placed within a room that has a locked (—,50), barred door.

K. Conference room
From 10:00 a.m. to 10:00 p.m. on Monday and Tuesday, and from 10:00 a.m. to 1:00 p.m. on Wednesday, there are three impostors (I1, I2, I3) in here with their coach (N16). The coach is advising and coaching them on their movements, voice inflections, habits, etc. Agents rolling under their Observation -20, are able to hear this coaching from the hallway.

L. Kitchen/Dining
This is a compact kitchen used for preparing small meals. There is a stove/oven, refrigerator, counter, sink, and small dining table. At any time, there is a 25% chance of a guard eating a sandwich and reading the paper at the table. Three butcher knifes (HWV 40) are in a drawer.

M1.-M4. Impostor's Living Quarters
These four rooms house the impostors up until the time of the swap. Each room has a bed, dresser, mirror, and small closet. Also in each room is a full dossier on the particular leader that the impostor will be replacing. The impostors are in their rooms from 10:00 p.m. Monday until 10:00 a.m. Wednesday, except as noted elsewhere.

M1. The Swiss impostor (I4) stays here. There are a few classic novels on the dresser. Concealed in one of the books (20,—) is a picture of a man. Agents who suspect an impostor and use Perception believe that this is a picture of the Swiss impostor before any plastic surgery.

M2. This is the room of the Italian impostor (I3). The room has a small tape player on the dresser. Classical music tapes lie next to it.

M3. The West German impostor's (I2) room is filled with books on German law along with the standard personal necessities.

M4. This is the room of the Belgian impostor (I1). Pictures of the Belgian leader's estate are on the walls along with pictures of several expensive sports cars.

N1.-N4. Administration Living Quarters

N1. Dr. Flintz-Schtonne (N3) lives here. This room is furnished like the imposters' rooms. A search reveals a pile of newspaper articles about the subversive activities of the NERDS. There are also a few articles about international terrorism in general. The doctor is in his room from 1:00 a.m.-7:00 a.m. each day.

N2. This is the room of the voice/motion coach (N16). There are various anatomy books on the dresser. A full-sized skeleton hangs from a stand in the corner of the room. She is here from 10:00 p.m. Monday until 10:00 p.m. Wednesday, except as noted elsewhere.

N3. The seamstress (N14) lives here. She is rarely in her room.

N4. The photo lab technician (N13) rooms here. From 10:00 p.m. Monday until 10:00 a.m. Tuesday, and from 10:00 p.m. Tuesday until 10:00 a.m. Wednesday, he and the seamstress are sleeping together.

O. Recreation Room
The rec room has a color television, couch, pool table, exercise bike, card table and chairs, and various board games on a shelf. At any time, there are two guards (N18) playing pool or cards in here. Their weapons are lying on the couch.

P. Men's and Women's Restrooms
These rooms contain three stalls, and urinals in the Men's Restroom, a mirrored counter in the Women's Restroom. There are also three shower stalls in each room. There is a 10% chance that some Complex personnel will be using the facilities at any time.

Post Mission Briefing

Any agents who were captured by the NERDS and remain prisoners at 5:00 p.m. on Wednesday are assassinated. If the agents succeed in fully stopping the swap of leaders, they have successfully completed their mission and might be considered for promotions. If any of the leaders were swapped without the agents' knowing it, intelligence reports six months from now indicate that such a swap occurred. The agents then should be reassigned to the Mail Department.

NPC CHARACTER TRAITS

Code	NAME	PS	CH	W	CO	KN	CD	OB	OFF	DEC	EV	DA	MV	LL	SR	PER	HTH	SV	WPN	E	F	G	R
ISB1	Barbara Coast	42	38	100	71	76	91	88	81	55	65	84	233	14	86	80	107	119	h	91	86	78	78
ISB2	Richard Look	85	62	64	72	79	61	72	67	67	62	70	210	15	68	72	147	129	e,t	92		75	SP
ISB3	Una Doss	75	78	71	82	81	29	76	56	80	54	55	175	15	77	79	129	134	i,lll	91		71	70
ISB4	Max Faction	47	44	95	80	91	78	93	79	62	61	85	220	14	88	87	108	123	e,aa	95	80		
	HOTEL PERSONNEL																						
H1	Thomas Chat	65	31	83	64	43	47	63	56	48	389	45	195	15	74	64	104	87				95	72
H2	Fritz Derkat	80	46	38	46	63	65	51	56	46	56	64	183	12	42	48	136	102		84	52	47	
H3	Francois Vichy	52	75	91	55	47	48	69	52	65	62	48	191	14	73	62	114	127			85	72	
H4	Phil Guillotine	38	76	49	93	97	46	73	70	85	61	72	133	9	71	83	99	146		65	87	74	68
H5	Ernst Huber	91	64	43	82	33	46	38	64	73	55	40	180	13	63	60	146	128		0	78	89	
H6	Robert Rougeforke	50	94	44	80	80	45	62	63	87	70	63	139	9	62	71	120	157		89	76	68	
H7	Yvette Chantilly	63	78	43	71	26	28	35	50	75	53	27	134	11	57	53	116	128		48	78		
H10	Hugo Furst (bell captain)	93	84	90	71	29	24	60	48	78	54	27	207	18	81	65	147	132			65	87	
H11	Michel Printemps	63	45	93	55	56	34	75	45	50	40	45	190	16	74	65	103	90		48	78	45	
H12	Albert Guggelhof	64	29	68	78	78	83	73	81	54	56	81	215	13	73	76	120	110		67	61	85	
H13	Alfred Schnapps	32	48	78	67	85	27	82	47	58	38	56	137	11	73	74	70	95		67	63	85	
H14	Freida Gottermannerung	30	58	70	68	81	40	76	54	63	49	61	140	10	69	72	79	112		65	65	90	40
	RESTAURANT & BAR																						
R1	Marion L'Escargot	35	73	43	52	91	76	67	64	63	75	84	154	8	48	60	110	137			81	41	
R2	Franz Frye (M.D. 4p-12)	44	75	45	92	38	90	42	91	84	83	64	179	9	69	67	127	166			47	86	
R3	Jean De Baptiste	78	64	93	71	49	69	71	70	68	67	59	240	17	82	71	145	134		40	87		
R4	Jules August	100	99	88	43	96	38	92	41	71	69	67	226	19	66	68	169	140		70	87	47	58
R5	Maria Van Der Slugge	32	74	54	66	21	63	38	65	70	69	42	149	9	60	52	101	139				74	
R6	Elsa Heinhocker	94	62	34	43	3	38	19	41	53	50	21	166	13	39	31	144	103				60	
R7	Simon Champignon	46	71	96	59	50	86	73	73	65	79	68	228	14	78	66	125	144		47	84		
R8	Renaldo Rappo	100	47	2	28	63	4	33	16	38	26	34	106	10	15	30	126	63			83	81	
R10	Celeste L'Elephant	23	49	86	22	17	85	52	54	36	67	51	194	11	54	37	90	103			58		
R11	Heidi Daude	68	13	96	46	60	28	78	37	30	21	44	192	16	71	62	89	50		49	42	86	
R12	Roberto Seit	62	26	81	12	4	58	43	35	19	42	31	201	14	47	27	104	61				62	
	KITCHEN																						
K2	Frank Weiner	97	93	19	14	84	84	52	49	54	89	84	200	12	17	33	186	142		47	49	78	60
K3	Klaus Klosset	63	85	41	38	100	65	71	52	62	75	83	169	10	40	54	138	137		54	47	79	40
K4	Karl Marxmann	41	74	62	37	51	80	57	59	56	77	66	183	10	50	47	118	133		44	62	81	
	SKI LODGE																						
SL1	Paul Tergeist	48	27	67	32	78	21	73	27	30	24	50	136	12	50	52	72	54		62	71	82	
SL2	Johanna Schlitz	77	75	93	69	33	47	63	58	72	61	40	217	17	81	66	138	133			45	74	
SL3	Roger Marquetts	52	6	84	59	77	97	81	78	33	52	87	233	14	72	70	104	84		62	79	68	
SL5	Helga Himmel	60	41	48	100	68	70	58	85	71	56	69	178	11	74	79	116	126		71	62	89	
SL6	Boris Mansch	52	82	66	60	74	35	70	48	71	59	55	153	12	63	65	111	130		71	75	91	
SL7	Gigi (Boris' asst.)	48	62	38	38	38	27	38	33	50	45	33	113	9	38	38	93	95			70	69	
	ASSORTED PERSONNEL																						
A2	Nancy Bagdon-U.S. reporter	44	20	60	22	60	23	60	23	21	22	42	127	10	41	41	66	43		88	67		
A3	ShiekChilibeanie	91	95	61	68	62	87	62	78	82	91	75	239	15	65	65	182	173		68	45		
A4	Mimi Musette (Pickpocket)	92	76	16	90	36	58	26	74	83	67	47	166	11	53	58	159	150	d		61		
A5	Hans	45	48	24	47	48	18	36	33	48	33	33	87	7	36	42	78	81			68	69	
A6	Body guard#1	92	79	46	50	83	52	65	51	65	66	68	190	14	48	57	158	130	ab	51	42	74	
A7	Body guard #2	79	21	65	78	48	61	57	70	50	41	55	205	14	72	67	120	91	ab	45			
A8	Jean-Jacques Rousseau	82	89	30	78	23	100	27	89	84	95	62	212	11	54	52	177	178			78		
A9	Ian Flembert (weapons dlr.)	45	58	73	72	68	98	71	85	65	78	83	216	12	73	71	123	143	ak	71		68	
A10	Generic S. Security guard	80	40	52	56	45	70	49	63	48	55	58	202	13	54	52	135	103	f,s,	50		85	
	NERDS PERSONNEL																						
N1	Blanche Almond (Cutout)	42	83	65	58	76	84	71	71	71	84	80	191	11	62	64	126	154		65	78	71	54
N2	Luigi Lamborghini (Cutout)	72	41	60	58	77	74	69	66	50	58	76	206	13	59	63	130	107	111	56	65	49	
N3	Freidrich Flintz-Schtoenne	36	78	35	38	89	57	62	48	58	68	73	128	7	37	50	104	126	e	72	74	86	75
N4	Bertha Doppelganger (Spa)	97	22	39	8	71	58	55	33	15	40	65	194	14	24	32	137	55	h	30	61	84	
N5	Brunhilde Walkyrie (Spa)	24	91	18	33	98	89	58	61	62	90	94	131	4	26	46	114	152	h	32	80	84	51
N6	Hans Daunn (Hotel chef)	63	58	67	87	51	72	59	80	73	65	62	202	13	77	73	128	138	g	32	41	73	
N7	Max Birstein-Security chief	63	42	52	89	89	76	71	83	66	59	83	191	12	71	80	122	125	f	57	44	82	43
N8	Olga Buttlebutter (Strudel)	40	90	87	80	54	73	71	77	85	82	64	200	13	84	75	122	167	z	61	86	87	
N9	HKans Buttlebutter (Strudel)	43	32	28	77	8	65	18	71	55	49	37	136	7	53	48	92	103				94	
N10	Suzette Crepes (maid)	57	6	27	39	5	70	16	55	23	38	38	154	8	33	28	95	61			70		
N13	Photo lab technician	6	20	23	44	35	11	29	28	32	16	23	40	3	34	37	22	48			32	75	
N14	Wardrobe/seamstress woman	27	72	64	47	52	80	58	64	60	76	66	171	9	56	53	103	136		75	35	54	
N16	Voice/motion coach	53	36	74	76	86	2	80	39	56	19	44	129	13	75	78	72	75		71	72	73	74
N18	Generic guard-10 total	86	52	55	69	39	92	47	81	61	72	66	233	14	62	58	158	133	e,ag		75	84	
	IMPOSTORS																						
I1	Belgian Impostor	24	78	51	81	41	66	46	74	80	72	54	141	8	66	64	96	152			71	78	
I2	W. German Impostor (Woman)	56	81	29	67	72	83	51	75	74	82	78	168	9	48	59	138	156		68	65	76	
I3	Italian Impostor	97	74	69	91	86	62	78	77	83	68	74	228	17	80	84	165	151		55	61	96	
I4	Swiss Impostor	47	80	15	51	65	40	40	46	66	60	53	102	6	33	46	107	126		81	82	97	
	WIMPS																						
W1	Daniel Leat-Keuch	68	81	69	68	63	87	71	73	68	81	76	202	14	62	67	123	147		83		91	
W2	Lisa Leat-Keuch	57	91	65	58	76	84	69	77	75	86	71	191	11	67	64	126	151		88	78	73	
W3	Rhonda Heels	92	73	61	68	56	81	65	79	81	72	65	184	12	71	72	119	145		81		66	76
W4	Patrick P. Shover	91	87	72	71	53	76	61	71	72	79	61	211	13	68	56	113	139		91		61	

Tournament Coordination:

Pain and Pleasure

by John Cereso

It all started in April. I had been to several conventions in my time, most notably GEN CON® 18 Game Fair, where I judged about nine rounds for the RPGA™ Network. I placed a call to Penny Petticord at Network HQ to tell her that I would be attending Atlanticon in June, which was to be held in my home state of New Jersey. I asked her if I could coordinate an RPGA™ Network AD&D® game tournament there. She thought that was an excellent idea and advised me to contact the Atlanticon management to make the arrangements.

The convention staff liked the idea of a Network tournament, so I called Penny back and told her to send me the module. I received it late, but I put everything together and headed for the convention, only to find out that for reasons which still aren't quite clear to me, the tournament had been cancelled. My heart sank to the ground! I really wanted to get some experience points for administration before GEN CON® 19 Game Fair, but there was nothing that I could do.

At the beginning of August, I called Penny to get my schedule for GEN CON® Game Fair, and found out that she wanted me to coordinate the RPGA™ Network AD&D® game Special Tournament. She seemed to think I could handle it, so I agreed. Little did I know what I had gotten myself into!

The Battle Zone

My first briefing was scheduled for Thursday at 11:00 a.m. I arrived at 8:00 a.m. to pick up a list of DMs and rooms plus a few extra copies of the tournament from Rembert Parker, the man in charge of all papers. He didn't know who I was, but luckily Sylvia Deering, the most recent addition to the Network staff, was there to vouch for me.

I went off to read the second and third rounds of the tournament. When I returned to HQ for the first briefing, Penny gave me an all too brief crash course on what to do at the briefing and wished me luck. Shortly thereafter, I met Dan Kramarsky, the author of the module, and made sure that he would be available to answer any questions the DMs might have.

My first briefing went pretty smoothly, once I had separated the 16 DMs for my event out of the crowd of 70 or more who had gathered in the Headquarters office. I took a roll call, then let Dan answer the questions. He promptly bugged out after he was finished. I reminded all my DMs to fill out their summary sheets after the tournament and to make sure all of the players voted. After handing out the small slips of paper upon which the players were supposed to write their names and addresses, I escorted the DMs into Bruce Hall to get their team assignments.

The War

Out in the Network gathering area, Doug Behringer and Michael Selinker were busy marshalling (i.e. organizing players into teams). I signaled to them to start sending down teams for the Special. Before I knew it, I had 16 DMs asking me which teams were theirs and what their room assignments were plus 50 or so players who wanted to know the same and marshalls who wanted to know why I wasn't moving the teams out at the speed of light. Meanwhile, people who had nothing to do with the tournament were asking me what their tickets were for, when various other events were scheduled, where their rooms were and rules questions about every game system in the world.

I finally got all the teams settled and returned to HQ. During the course of five first rounds, my throat condition went from fair to bad. Organization was more difficult for the second and third rounds because I had to worry about assigning players to specific teams and making sure no two people played together twice. By the end of the final round briefing, my voice was nonexistent.

Whenever I was not creating, moving, or checking teams, I was in HQ handing out scenarios, scoring tournaments, or just being helpful in case something happened. RPGA™ Network Convention Headquarters is different from the real world. There's no time for eating or sleeping because there are tournament results to be processed. To keep from going crazy, everyone engages in occasional light horseplay. Coordinators and DMs trade horror stories from past conventions while working on this one. Altogether, working in Network HQ during GEN CON® Game Fair is an unforgettable experience. The amount of paperwork is amazing, and everyone pitches in to help. People who come into HQ as total strangers become friends within hours.

Aftermath

I would like to thank my players for being calm and reasonable (even when things didn't go as they should have), my DMs for always showing up and making sure everyone had a wonderful time (even on short notice), everyone at the RPGA™ Network HQ (including Penny) for getting me started, Rembert for showing me how to go on, and Michael for showing me how to enjoy it all. Thanks also to Sylvia and Michelle for being so helpful, Dharam Khalsa for handling the lion's share of the scoring, and everyone else who helped me through my first shot at event coordination.

If you ever get the chance to work with these people, don't miss it. Personally, I can't wait till next year!

Submission Guidelines

The POLYHEDRON™ Newszine is created from membership submissions and support. We do not pay for use of these submissions, but will provide contributors with extra free copies of the issue in which they are published. If you are interested in submitting creations, personalities, encounters, new foes, or other articles, please drop us a postcard requesting a copy of our submission standards.

In general, articles must be typed, double-spaced, and should not exceed 12 pages. Exceptions may be made for short, neatly printed, handwritten submissions. Each page should clearly bear a page number, article title and name of the author in the upper right corner. Further, please maintain a standard of good taste in order to be considered.

We do not guarantee publication of any submission. But we do guarantee that you will not be published if you don't submit.

The Kellar

A New Alien Race

by Jon Leeke

This is Jon's first article for the POLYHEDRON™ Newszine. He lives in Sanford, Maine, and is a new member to the RPGA™ Network. Despite his newness he was quick to submit a quality, typed manuscript that we found very articulate. If a new member can send us something of this quality, watch out oldtimers, you're facing competition! Welcome aboard, Jon.

Jon notes that this new race was designed for the first edition of the STAR TREK® rules.

The Kellar are a new member race in the United Federation of Planets. They can be used as non-player characters or player characters for *Star Trek®: The Role-Playing Game*. Because of the unusual power of this race, it is suggested that they be used in limited numbers and only in difficult campaigns or against experienced characters.

The Kellar: Description

Kellar are humanoid, and bear a resemblance to a cat with a definite saurian skull structure. The average Kellar is a little under two meters tall, weighs about 87 kilograms, and has fine but thick hair. Under the hair, a small crest usually lies flat but inflates with blood when the Kellar is angry. The crest expands above the Kellar's hair.

Kellar eyes are slightly larger than human eyes and have a vertically slitted pupil like a Terran cat's. The eyes are usually a golden color, although some rare Kellar have blue or green eyes. Green-eyes raise a Kellar's CHA score 10 points when among his own people. Many famous Kellar politicians have had green eyes.

Kellar possess two tongues: one for tasting food and another for sensing pheromones and other air scents. This second tongue is about one foot long and forked like a snake's. It is usually coiled up in a fleshy sack deep in the Kellar's throat and is not noticeable unless flicked from the mouth.

Their voiceboxes have more than one set of vocal chords, and the Kellar speak with echoing voices.

Their hands each have three fingers and one opposed thumb each.

All Kellar have two hearts, located slightly lower in the chest than a human's single heart. Their intestines are coiled about a set of three stomachs. Kellar have more ribs than humans, and the sternum is extended down toward the pelvis to protect their hearts. The Kellar have an unusual organ called the psion, which is located underneath the hearts and amplifies psionic energy. This is the key to all Kellar psionics. If this organ is removed, a Kellar loses all psionic abilities.

The Kellar blood uses cobalt as a carrier of nitrogen instead of iron as a carrier of oxygen. This makes their blood a bluish color. The blood also contains no white corpuscles, relying instead on a chemical known as reonalten. This chemical acts as a blood cleanser for all foreign substances except poisons. Injected poisons cause double normal damage to a Kellar, but injested poisons cause normal damage.

The Kellar are a long-lived race, much like the Vulcans. Their middle age (critical age for subtractions from abilities) is 170. As they get older, the Kellar hair color changes to silver but never becomes white. They look much the same throughout their lives, their skin wrinkling only slightly with age.

The Planet of the Kellar

Kella orbits a hot, green star known as Cantopolix, near the edge of Federation territory. The planet is about twice the size of Earth but has the same gravity. Nearly half the planet is covered by freshwater seas. Kella is a very old planet and has almost no volcanic activity. There are four continents, each approximately the size of Australia.

The atmosphere of Kella is 70% oxygen 20% nitrogen, and 10% inert gasses like argon and krypton.

Kella's 52 moons and respective dust clouds are unique in the Federation. Each moon is very small. The largest, Ploron, is one-fourth the size of Earth's Luna. The dust clouds are drawn into strange patterns that resemble thinly spread, multiple rings. The moons are arranged in these ring-like formations and provide excellent defense bases.

History

At about the same time the first humans stood upright, so did the Kellar. The Kellar suffered none of the early wars that plagued the humans. They escaped this fate because, like the Vulcans, they began to practice mental control over emotions. This mental control evolved gradually into psionic ability, aided significantly by the psion organ.

Shortly after their development of psonic ability, the Kellar were viciously attacked by another race from a neighboring star system. The Kellar were forced to learn the art of war very quickly to protect themselves. They banded together to combat this new menace and, while doing this, they developed a superior warp engine.

During the war and over the next thousand years before they met the Federation, the Kellar developed psionic power to a finely tuned ability. When Federation scouts first encountered the Kellar, there were a few skirmishes before the Kellar realized that the Federation could give them new technology. Although they did not get along with most of the Federation races, the Kellar joined only ten years after first contact.

Kellar warp technology had advanced to nearly trans-warp drive before the Federation met them. They mounted laser weapons on their starships along with a type of photon torpedo. Their ships are all delicately structured, with as many as four warp engine nacelles that provide speeds up to warp 14. Because of the speed and maneuverability of their small starships, the Kellar-designed craft are becoming more popular with traders and pirates.

Senses

Kellar senses tend to be keener than those of a human.

Sight. The two catlike eyes of the Kellar can distinguish faces at a distance of one kilometer. They can see into the infrared spectrum and consequently can see well in darkness. In bright daylight, if not wearing protective glasses, they have a disadvantage of +15 to their "to hit" rolls, and their DEX is lowered by 10. Because of their sensitive vision, Kellar also can be easily blinded by the flash of an explosion. A large, bright explosion will blind a Kellar for 1d10 turns. When wearing protective glasses, they are blinded for half that. Nearly all Kellar wear dark glasses, even on a Federation starship.

Smell. The Kellar nose is no more sensitive to scents than a human's nose. Their forked tongues, however, can sense odors and vibrations in the air. It senses Kellar pheromones and carries their emotional message. Sensing odors and vibrations in the air gives the Kellar an advantage in combat: they can rarely be surprised.

Hearing. A Kellar's hearing is more sensitive than a human's and is more easily deafened. A large explosion (such as a phaser set on overload) will deafen a Kellar for 1d10 minutes unless his ears are protected.

Taste. Kellar prefer rare or raw meat, although they eat cooked meat on Federation starships. They do not usually eat vegetables, but have acquired a taste for them since their association with the Federation. The Kellar have modified their diet in order to be less offensive to other Federation races.

Pheromones

Like the Deltans, the Kellar produce pheromones that affect other humanoid races. Among themselves, these pheromones express strong emotions such as love, anger, and hate. Other races find themselves uneasy around Kellar for no explainable reason. This gives the Kellar a minus on their CHA score. However, people who spend time around one specific Kellar get used to his pheromones. The Kellar can then upgrade his CHA score, ignoring the minus where those people are concerned. Vulcans are unaffected by Kellar pheromones.

Attitudes and Customs

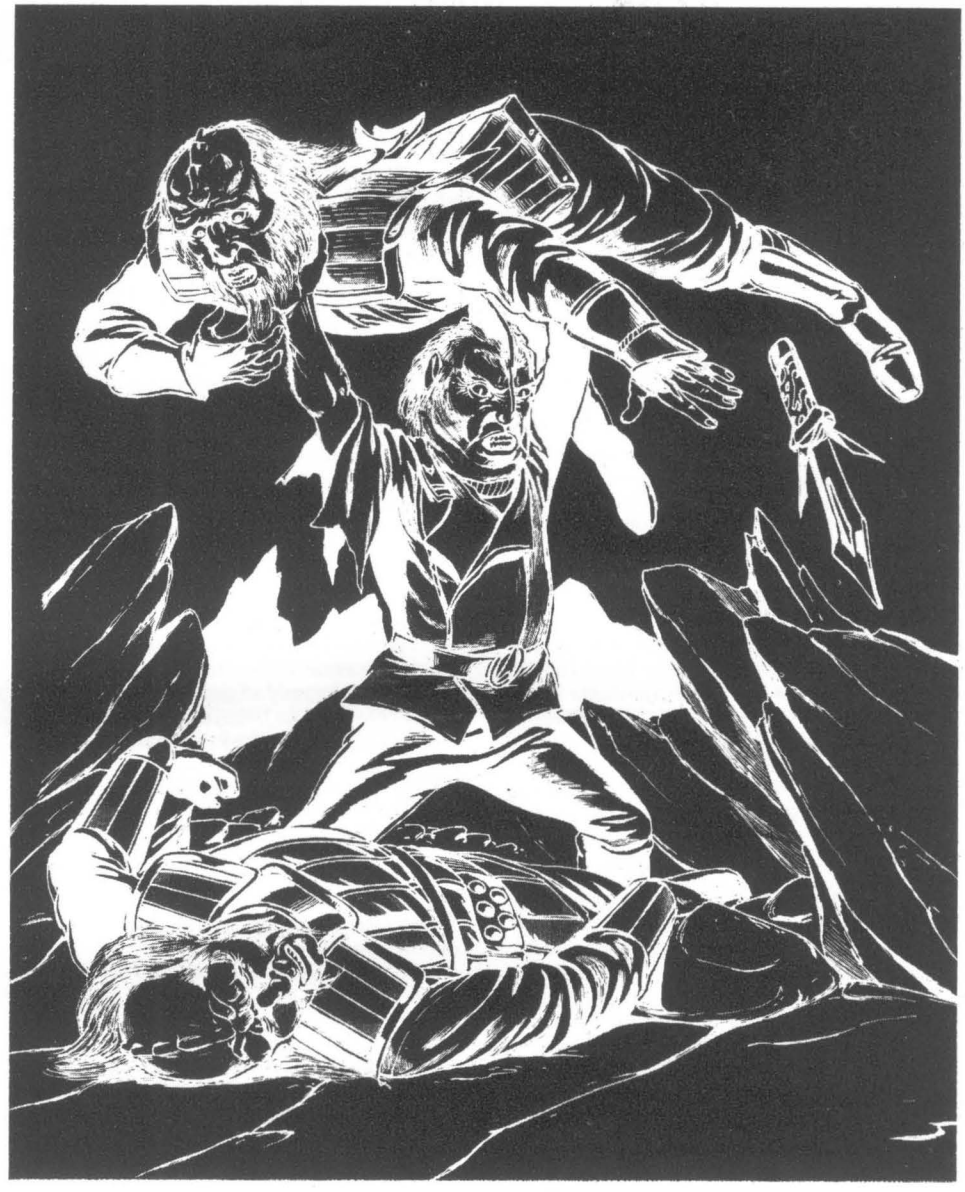
Kellar tend to be shy like Edoans and reserved like Vulcans. They keep to themselves when among other races, but among their own race they are social in a quiet sort of way. Kellar make few friends outside their own race, except for Vulcans, but a friend is never forgotten. Kellar are very loyal to their friends and comrades. Vulcans and Kellar seem to fit together, perhaps because it is their mutual assumption that emotions should be governed by clear thought. Remember also that Vulcans are immune to the Kellar's pheromonal influence.

Married Kellar are joined by a wedding brand, a tattoo on the back of the left hand of the male, right hand of the female. These brands are usually in the shape of geometric figures, although no two are alike. Due to their intense telepathic sharing, when a mate dies, its partner must make an END save or die. The survivor will fall into a state of shock and must make an INT save at half its score once a week to recover from this debilitating effect. While under the effects of shock, the survivor is unable to perform any actions, but must be led and cared for. Further, the survivor suffers a permanent loss of 10 points from his PSI.

A Kellar mates only once during its life. Mated Kellar are almost never found in Starfleet, but if they enlist, must always serve together. Between the mated couple, the telepathic link is so strong that they can communicate over any distance, even through space.

No Kellar-human halfbreeds are known, although surprisingly, human and Kellar are actually genetically compatible. There are a few isolated Kellar-Vulcan halfbreeds, and these tend to favor their Vulcan parent.

Kellar find transporter carrier waves cause them great discomfort and disorientation and prefer to avoid the use of transporters. A Kellar who is transported will be disoriented for 2d10 turns upon arrival and perform all actions at half their scores during this period.



Language

There are two forms of the Kellar language. Most humanoids usually only can learn the simplest form, Low Kellar. Even Low Kellar is very difficult to master. High Kellar requires the use of a double larynx. Some linguists have learned some High Kellar, but their skill level never exceeds 10. Kellar are impressed by any skill in ether of their languages.

Abilities

Table 1 - Kellar Racial Adjustments

Strength:	+ 5
Endurance:	—
Intellect:	+ 10
Dexterity:	—
Charisma:	− 10
Luck:	− 30
Psionic Potential:	+ 20*

* The PSI score of the Kellar is high because of their psion organ and the training in psionic arts given to all Kellar from birth. This has allowed all Kellar to develop psionic disciplines (see **Psionics**). The PSI score is never modified if the original rolled score is above 90, and cannot be raised beyond 100 under any conditions.

The Kellar suffer a minus on their CHA score because their pheromones incite distrust in members of most other races.

Kellar and Vulcans have a LUC minus for the same reason: neither believe in the workings of fate. Therefore, they subtract 30 from their LUC scores (no subtraction if the original rolled score is 35 or less).

Skill Modifications

Kellar are trained for certain skills on their own planet:

Carousing: A Kellar never has a score in this area since this race hardly ever partakes in alcoholic beverages and the usual partying that humans and other races enjoy. Alcohol effects them only slightly.

Instrumental Music: Kellar have an automatic 15 + 1d10 in the Kellar shakuhachi, a flutelike instrument that requires the use of a forked tongue. The music of this instrument is hypnotically fascinating. Kellar do not like to play in public, but they can be persuaded to do so. Most Kellar have a higher skill level than 18 in this.

Vocal Music: When singing their own songs, Kellar produce fascinating and hypnotic music. Usually these songs are accompanied by the Kellar shakuhachi. Kellar automatically have a skill level of 20 + 1d10 in Vocal Music.

Medicine (Kellar): Many Kellar have some medical training. The starting figure for this skill is 20 + 1d10, about half that required for a degree.

Transporter Operational Procedures: Although Kellar don't like transporters, those who are engineers will operate them.

Transporter Systems Technology: Even though they hate to use transporters, Kellar have absolutely no aversion to learning how the fascinating machines work.

Weaponry

The most important weapon of the Kellar civilization before they joined the Federation was the iraser (Infra-Red Amplification by Stimulated Emission of Radiation). The iraser fires a concentrated beam of infra-red radiation.

Iraser A is the size of a phaser II. Iraser B is a weapon about the size of a phaser rifle. Iraser C is about the size of a large machine gun and must be mounted on a tripod to be fired. It weighs 70 kilograms.

All iraser weapons are too large to be concealed on the person like a phaser 1 can be.

Table 2 - Iraser Statistics

Weapon	Damage	Short	Med	Long	Extreme	Power	Graze	Drain
Iraser A (pistol)	60	1-5	6-14	15-36	36-50	20	45	2
Iraser B (rifle)	90	1-15	16-30	31-49	50-100	90	30	3
Iraser C (heavy weapon)	120	1-40	41-60	61-90	91-160	120	40	4

Psionics

The Kellar race is a very psionic race; they use psionics even more frequently than the Vulcans. Kellar are trained intensely from birth to use psionics, and all develop psionic disciplines, extra abilities that affect matter and not just the mind. They can perform all the Vulcan telepathic abilities, but their adjustments are different and higher than Vulcans.

The rest of the modifiers for Vulcans are the same for the Kellar because they are outside influences and do not originate with the Kellar.

Disciplines

In addition to Vulcan mindlink abilities each Kellar may be trained in one or more special psionic disciplines. There are 25 known disciplines and these are fully detailed following. In order to use some disciplines (such as Psionic Attack, Pyrokinesis, Cryokinesis, and Telekinesis) a roll to cause damage or to take effect must be made. To hit with a discipline, a Kellar adds his INT and PSI together and divides by two. He must then roll this number or less on d100 to score a successful hit. If the Kellar misses his intended target, the discipline may affect something else in the target area (Pyrokinesis may start the curtains beside that Klingon on fire).

Table 4 - Number of Kellar Disciplines

Dice Roll (d10)	Number of Disciplines
1-3	1
4-7	2
8-9	3
0	4

To possess more than one discipline, a Kellar's PSI must be greater than 50. To have three disciplines, the PSI must be greater than 80. To have four disciplines, the PSI score must be greater than 90.

The use of many disciplines is often taxing to the Kellar, and the user will suffer varying temporary fatigue damage upon the use of some disciplines.

Table 5 - Kellar Psionic Disciplines

D100 divided by 4/Discipline

1/Psionic Attack: The Kellar can project a blast of mental energy that causes damage if it hits. This discipline has a maximum range of 50 meters and causes damage equal to half the Kellar's PSI. This discipline can be used only once every 15 minutes. Each use inflicts 5 points of fatigue on the Kellar.

2/Life Detection: The Kellar can detect intelligent lifeforms in a 50-meter radius. This discipline works upon concentration.

3/Pseudo-Matter: A Kellar can alter his body so that it can pass through material. Solid weapons have no effect on this form. Beam weapons cause full damage. With this discipline, a Kellar may pass through walls and floors but cannot travel through space since he still requires nitrogen to breathe. A Kellar in this form can still be seen, although he will appear ghostlike. This discipline lasts up to 20 turns and can be used twice per day. Each time this discipline is used, the Kellar suffers 15 points of fatigue.

4/Teleportation: This is an important discipline that allows a Kellar to transport himself to anywhere in a 900 million kilometer radius, through solid matter or space. The Kellar does not necessarily require a mental picture of his destination, but if he doesn't have one, he must make a PSI save upon arrival with −10 added to his score. If the save is unsuccessful, the Kellar suffers 4d10 points of damage from disruption. Kellar can transport only themselves and any nonliving objects they are carrying. They cannot transport anyone else. This discipline can be used only once per week. The Kellar suffers 3d10 points of fatigue upon arrival.

5/Telekinesis: This discipline allows a Kellar to move objects weighing up to 400 kilograms without touching them. It has a range of twice the Kellar's PSI score in meters and can be used three times per day. If used as a weapon (to push somebody over a cliff, for instance) the person attacked can make a PSI save to resist the force, and a successful hit must be made by the Kellar with his mental force. This discipline can be sustained for up to 20 turns. The Kellar suffers the loss of 1 point of fatigue per 20 kilograms of weight moved.

6/Clairvoyance: With this discipline, a Kellar can see within his mind any area within a range of 12 times the Kellar's PSI score. The Kellar feels as if he is leaving his body and soaring overhead. Walls are no obstacle to this discipline, unless lead lined. This discipline can be used once per day and lasts for up to 20 turns. The Kellar suffers 10 points of fatigue.

7/Clairaudience: A Kellar possessing this discipline can hear sounds from any area in a radius equal to 12 times the Kellar's PSI. It is very useful, for like Clairvoyance, this discipline can be used once per day and lasts up to 20 turns. The Kellar suffers 10 points of fatigue.

8/Shapeshift: A Kellar can change his corporeal form into anything he can see. To use this discipline, the Kellar must concentrate on an object in front of him for more than 10 turns. Kellar can transform into animals and, although they retain their INT, LUC, and PSI, their other abilities change to that of the animal. To change into another form takes one minute and can be done twice per week. The Kellar reverts to his true form if he falls unconscious. He suffers 1d10 points of fatigue for every 10 minutes he maintains an altered form.

An advantage to this discipline is that the Kellar's clothes and equipment transform with him so that they are again available when he returns to his normal form.

9/Vapor Form: This discipline allows a Kellar to change his form into a semi-visible cloud of gas. Like the Shapeshift discipline, all equipment carried by the Kellar is changed along with the Kellar's body. This form lasts for up to 50 turns. Although the Kellar cannot pass through walls like in the Pseudo-Matter discipline, he can go in Vapor Form through keyholes, under doors, and through other areas. This discipline can be used once per day. While in Vapor Form, a Kellar cannot be harmed by material weapons such as swords and bullets. Energy weapons, however, do full damage. A Kellar suffers 1d10 points of fatigue for every 10 minutes he remains in vapor form.

10/Total Heal Capacity: A Kellar can repair his body so that he is healed. All END points are regained and wounds are healed. This discipline can be used only once every two weeks. This discipline is not automatic; the Kellar must be conscious to activate it. If his END falls below 0 and he is unconscious, the discipline cannot be activated.

Table 3 - Kellar Telepathic Adjustments

Contact	Description	Modifier
Mind Touch	One-way transfer of a basic concept or feeling or short message	+5
	Two-way telepathic conversation, done frequently among friends	−0
	Two-way sharing of thoughts and feelings	−5
	Total exchange of memory data and thought sharing	−10
	Modifications of a subject's memories or attitudes	−15
Mind Fusion	Complete sharing of self	−20
Mind Meld	Per additional person in any of the above levels	−15

11/Mind Control: With this discipline, a Kellar can attempt to control another intelligent being within a 50-meter radius. The being can make a PSI save to escape the control, although he probably will not realize control is being attempted. If the save is failed, the being falls under the Kellar's control for 20 turns. If the Kellar's concentration is disrupted, the control is broken and the being will have no memory of what he did while under control. This discipline can be used only once per week. All Kellar who possess this discipline are tested for complete reliability before going into Star Fleet service. The Kellar suffers the loss of 15 fatigue points upon gaining control and cannot recover any temporary damage while controlling another. At the end of this control period, the Kellar must make an END save or lose 25 more fatigue points.

12/Empathy: This discipline allows a Kellar to pick up the feelings of living creatures around him. The Kellar must concentrate to use this discipline. A Kellar with this discipline increases his CHA by 10 points because he understands what other people wish from him and their attitudes toward him.

To a Kellar with this discipline, people and animals seem to appear with a strange glow around them. The glow's color shows the being's emotions. This discipline can be used only on creatures within the Kellar's sight.

13/Suspended Animation: A Kellar can place his body in Suspended Animation for an infinite period. During this comalike state, the Kellar regains 1 point of temporary damage per minute or heals 1 point of wounds per hour and does not require food or water, nor does he age. A Kellar may use this discipline to survive periods of extreme cold and poison gases. Any Kellar with this discipline is sent automatically into suspended animation if his END falls below 5, and stays in this state as long as it takes to regain consciousness. A Kellar cannot be awakened from this trance by anything less than hostile surroundings (fire, extreme danger, etc.) or stimulants. When awakened, the Kellar will be lethargic for 1d10 minutes, and his DEX is halved until fully alert. A Kellar who consciously puts himself into Suspended Animation sets an awakening date. This discipline can be used only once per week.

14/Precognition: This discipline allows a Kellar to see five minutes into the future. It may be possible to change the future by using the discipline. Precognition can be used once per week. If the Kellar sees what appears to be his own death, he falls into a cataleptic state for 2d10 minutes. The Gamemaster will have to decide such futures as combat resolution, sudden chance events, etc. The Kellar suffers a loss of 15 points of fatigue when using this discipline.

15/Invisibility: A Kellar can become invisible for 20 turns. During this time he can be detected by sound or by machines. Anyone trying to hit the Kellar must attempt to do so at half his combat score. Invisibility can be used twice a week and causes a loss of 15 points of fatigue when used.

16/Animal Control: This discipline allows control over unintelligent creatures with less than 100 END. The animal can make a STR save (with -20 to their score) to resist the control. Animal Control can be used every five hours and lasts up to 20 turns. The Kellar suffers a loss of 10 points of fatigue with each attempt to control.

17/Illusion Generation: A Kellar can produce lifelike illusions with his mind. These illusions are visual, auditory, and/or tactile, and appear entirely real. The victims of the illusion can make a PSI save at half their score to see through the illusions. Up to four illusions at a time can be created. The illusions last as long as the Kellar concentrates and can be created once per day. The illusions can be created as far as 900 million kilometers away and are very useful for sending messages. The Kellar suffers a loss of 5 points of fatigue for every turn.

18/Psionic Detection: With this discipline, a Kellar can detect any psionic use in a radius equal to twelve times his PSI. He must concentrate to use this discipline.

19/Pyrokinesis/Cryokinesis: There are two forms of this discipline. The player must decide which one his character is schooled in. Pyrokinesis allows a Kellar to start fires by using his mind. Cryokinesis causes extreme cold. To use each discipline the Kellar must remain still and undisturbed. On the first turn of its use, the discipline can cause 2d10 points of damage. For every additional turn of concentration, the effect causes 1d10 more points of damage. The concentration can last up to 10 turns and the discipline can be used once per day. The Kellar suffers 5 points of fatigue for every turn of concentration.

20/Telepathy: This discipline can be used at any distance, even across the galaxy. It is used to send very complex messages and thoughts faster than any subspace radio message. In fact, the transmission is instantaneous. The Kellar cannot receive thoughts in return unless he is communicating with another Kellar who also has this discipline. This discipline is so draining that the Kellar must rest for 2d10 hours after its use before he can move again. Telepathy can be used only once every two weeks and causes a loss of 25 points of fatigue.

21/Psionic Adhesion: This discipline allows a Kellar to attach himself to any smooth surface and crawl around, even upside down. The discipline can be used for any length of time and as many times per day as desired. The Kellar can carry people along with him, as many as his STR score can handle. The Kellar suffers a loss of 5 points of fatigue per minute of wall-crawling.

22/Radio Control: With this discipline, a Kellar can control radio waves. He can contact others just as if he had a radio device in his hand. This discipline can be used to contact starships or any radio device up to 900 million kilometers away. It can be used for up to 20 turns and three times every day.

23/Force Field Generation and Control: A Kellar can generate a personal force field that can absorb up to 1000 END points of damage before collapsing. This field can be formed into different shapes and can cover up to 50 square meters. The Kellar suffers the loss of 15 points of fatigue when erecting the field and further suffers 1 wound for every 50 points of damage suffered by the force field.

This discipline also extends fo force field control. A Kellar with this discipline can destroy a personal force field (such as in a starship brig) by making a discipline roll. This causes the same fatigue loss as above.

This discipline has a maximum range of 10 times the Kellar's PSI score. The force field lasts for one day, either on land or on a starship, unless it is destroyed. This discipline can be used twice per week.

23/Stun Field: A Kellar can project a field that has a range of five times his PSI in meters. All people within that radius must make a PSI save at half their score. If they fail, they suffer 90 points of temporary stun damage. The field remains in the area for 10 turns, even if the Kellar moves, stunning anyone who goes into it. It can be used twice per week and is not selective; everyone in the field will be stunned, even allies. A Kellar is immune to his own Stun Field. The Kellar loses 15 points of fatigue every time he uses this discipline.

24/Thought Shield: Any Kellar with this discipline is nearly immune to psionic detection or mental tampering. A Vulcan cannot control him and cannot communicate psionically without the Kellar dropping the shield. Another Kellar cannot break through the shield either, so a Kellar possessing this discipline is usually safe from psionic tampering. Still, disciplines that affect the physical structure of the Kellar will affect him. It is only his mind that is protected. The Kellar can, of course, drop the shield at any time. The discipline acts constantly.

25/Energy Recharge Ability: A Kellar can recharge phasers, lasers, and any other energy weapon. He can recharge a number of power units equal to twice his PSI score. This discipline can be used three times each week. The Kellar suffers a loss of 1d10 points of fatigue, plus 2 points of wounds for every item he recharges.

Summary

There are so many things that affect the Kellar that don't affect other races that they are a difficult race to play. They should never be used for beginning players, as they may find the race frustrating and difficult. If the Kellar prove too unbalancing for a campaign, change the guidelines and make them weaker.

Remember to keep very close track of the Kellar's surroundings, as they affect him greatly. Things like lights, sounds, and poisons are examples of factors easily overlooked that affect the Kellar.

Above all, remember that the name of the game is fun, and fun adventuring is the most important thing. Don't make it too easy for the players and don't make it too difficult.

DISPEL CONFUSION

Advanced Dungeons & Dragons®
ROLE-PLAYING GAME

Q: Is the "plus" of a magical weapon directly proportional to its hardness and sharpness? If so, can a very finely wrought weapon of adamantite (non-drow manufacture) be equivalent to a +1 or +2 weapon? Also, can such a weapon (e.g. the weapon of a Qullan) affect creatures able to be hit only by magic weapons, or must the weapon actually be enchanted?
A: The weapon bonus is not necessarily a function of physical qualities, but it can be (as with drow items). The DM may allow the limited manufacture of non-magical weapons which are treated as if enchanted due to excellent materials and/or craftsmanship. Such weapons may affect creatures immune to normal weapons. Watch the item descriptions for key phrases such as "acts as a +1 weapon."
Q: According to the text, an *anti-magic shell* does not allow a magic weapon to function magically within its confines. Does that mean that monsters which only can be hit by magical weapons are immune to weapons "de-magicked" by the *shell*?
A: Yes, monsters immune to normal weapons are immune to weapons that are temporarily disenchanted by the effect of an *anti-magic shell*. Of course, they cannot use their magical at-will abilities (if any) within the *shell's* confines, either.
Q: In the descriptions for some monsters, it is said that they only can be harmed by cold-wrought iron (or magic weapons). How is a cold-wrought weapon made, and where can it be obtained?
A: Cold-wrought iron is iron which is shaped without heat, generally by pounding and filing. Sources of cold-wrought weapons vary from one campaign to another, and it is up to your DM to decide where such weapons might be found in his own world. They are generally rare, as they take more time and effort to make than forged weapons, and are not as durable.
Q: In module T1-4, how does Prince Thrommel, a Paladin Lord, use the chaotic broadsword Fragarch, which supposedly deals out 1-6 hp and 1-10 rounds of unconsciousness to any lawful creature holding it?
A: Obviously, Thrommel doesn't actually use the sword. He simply retains possession of it, probably to keep it out of the possession of chaotics until he can dispose of it properly.
Q: Does the *Unearthed Arcana* book add any new multi-classed demi-human character options? For example, can a half-orc be a barbarian?
A: See DRAGON® Magazine #103 for additional information on multi-class options omitted from *Unearthed Arcana*. Only humans can be barbarians, though, as stated in the class description.
Q: In the *Oriental Adventures* book, both Table 23 and the description of the yakuza character class state that the ninja has the thief ability to pick pockets. Why are the percentages for this ability not given on Table 24 with the other thieving abilities? Since all the percentages for the other thieving abilities which apply for the monk, ninja, and yakuza character classes were altered slightly, I am not sure whether I can use the *Players Handbook* figures without risking imbalance.
A: Use the "pick pockets" percentages given in the *Players Handbook*.
Q: The monk and the yakuza are not mentioned in Table 56 (Character Proficiencies). What should the entries be for them?
A: The missing data are as follows:

Class	Initial # Prof.	Add Prof./ Level	Non-Prof./ Penalty
Monk	5	1/2	−3
Yakuza	3	1/3	−3

Dungeons & Dragons®
ROLE-PLAYING GAME

Q: In the description of creating lycanthropes in the *Masters Set*, it says that they return to "normal" form when killed. Is this their animal form?
A: No, a lycanthrope's normal form is its human one.
Q: In the *Masters Set*, the description of Turning Undead says that a successful Turning attempt will turn 2d6 HD of undead. But the monsters banshee through lich have more than 12 HD. Is it possible to turn or destroy them?
A: Any Turn or Destroy result affects at least one creature, and possibly more, to a maximum of 12 Hit Dice.
Q: When characters gain skills in additional weapons, can a cleric then gain skill in an edged weapon?
A: No, clerics are limited by the structures of their faith to blunt weapons only.
Q: Can a cleric use any of the shield weapons?
A: No, shield weapons are bladed, and thus unavailable to clerics. Only fighters, thieves and demi-humans may use these weapons.
Q: The D&D® Game *Basic* rules say that humans can do damage only with weapons. But couldn't characters bite, kick, or throw glasses, globs of mud, tables, etc.? Wouldn't those things cause damage?
A: Characters can fight without weapons. See the unarmed combat section of the *Companion Set* for details.
Q: Could a lawful character raise a newly-hatched black dragon to be lawful also?
A: Assuming that the character could successfully feed and care for a young dragon, and that a specialist trainer were available, a character might be able to raise a young dragon to adulthood. But dragon lifespans are so long that the character would be quite old by the time the dragon reached its prime.
Its alignment, however, could be anything. First of all, certain intelligent monsters do have a racial or species propensity toward one alignment, as listed in the monster description. Individuals may be of any alignment; the listed alignment is merely that of most. It is certainly reasonable to assume that environment has a bearing on an individual's outlook.
An individual intelligent creature such as a young dragon should be treated as an NPC, so the DM must decide how it is played. A wise DM would take into account the "natural" alignment of the species, the creature's age, and how it is treated both by its owner and by other humans or demi-humans. A black dragon might become thoroughly lawful, or it might take on lawful tendencies only to turn on its benefactors later, or it might be entirely untrainable. In any case, future exposure to other adults of its own kind might reverse training to some extent. This type of situation is good for long term role-playing development.
Q: Does a character with a low Charisma have to be rude to everyone or treat only selected creatures well, or can it be played normally?
A: Low Charisma indicates that the character is not well-liked by most of society. There could be a variety of reasons for that, including ugliness, rudeness, etc. Such characters sometimes (but not always) end up associating with those dregs of society who are not bothered by such traits, or with adventurers who see and appreciate the character's good points and are able to overlook the bad.
Q: Why does a character that has been seriously injured by a werecreature become an NPC to be played only by the DM?
A: If not cured, the character becomes a werecreature, which is a monster. All monsters are run by the DM.
Q: Since there are demi-human characters, could a centaur or a half-orc be a PC also?
A: Only humans and demi-humans are described in enough detail to be used as PCs. Monsters are not balanced for such use. However, the D&D® game is constructed with the freedom of the individual DM in mind. Expansions and variations are common. (This is the primary difference between this and the AD&D® game, in which variations are severely discouraged.) Good DMs may certainly add new PC races or classs if they are willing to put in the time and effort to develop them and balance them with those given in the published rules. But the result should allow equal chances for progress to all characters, favoring no single race or class.

The Critical Hit

Pull up a Chair at the Round Table

by Errol Farstad

CHIVALRY'S THE NAME OF THE GAME IN THE KING ARTHUR PENDRAGON™ GAME

"Whoso Pulleth out this sword of this stone is rightwise King born of all Britain."

- Sir Thomas Mallory
Le Morte D'Arthur

Those words have stuck in my mind ever since I first read the various legends and adventures of King Arthur and the Knights of the Round Table.

Now the opportunity has arisen in which you, as a player, can engage in jousting tournaments, rescue fair damsels, and rid the land of evil in the King Arthur PENDRAGON™ game (Chaosium, $20.00 boxed set, complete), "the game of quest, romance, and adventure."

Packaging

The artwork on the box, while not as detailed as some games I've covered, is incredibly lifelike. It's as if the artist was actually there at a time when King Arthur was preparing to lead his host to battle. My only regret is my inability to properly describe the scene.

Within the box is a Player's Book, a Game Master's (GM) Book, a major characters book (with statistics for Arthur, Lancelot, et al.); numerous blank PC sheets; a colorful, detailed map of Authur's Britain; several six-sided dice and one 20 sided die.

Rules and Explanations

The rules are written in plain, simple language and can be clearly understood. Character generation, though somewhat involved, takes no more than 20 minutes. Six-sided dice are used to generate not just the basic statistics, but where a knight was born, his or her (yes, female knights are permitted in this game!) father's social status, amount of starting money, distinctive features, and personality traits.

Also available are approximately 40 combat and non-combat skills to help round out a character. A player character's (PC) beginning ability depends on cultural background (Cymric, Saxon, Pictish, Irish, or Roman) and the PC's father's social status (squire, knight, or noble). These skills can be built up as a PC gets older and can also improve as one's Glory rises.

Glory is the meat and drink of knights in Arthur's Britain, and is the main object of the game. The more Glory (read as "experience points") you acquire, the more well known you become.

Combat is uncomplicated. Merely roll a d20 and match it to your skill level with the weapon in hand to determine success or failure. Then match the roll to your opponent's roll to see who struck whom. Skill levels of greater than 20 are possible. Lancelot, for instance, has a skill level of 40 with the lance; therefore he can strike critically every time!

Degree of Difficulty

While the rules are clear and easy to learn, I recommend players and GMs have a minimum of six months prior role-playing experience before playing PENDRAGON™.

Miscellaneous

The books are well organized. The table of contents not only has sub-headlines for each chapter, but outlines what is on each page of the chapter in question.

There is a basic chronology of events in the GM's book, giving the GM an idea of how events proceeded back in Arthur's time. The GM is left with the option of rigorously sticking to this historical timeline, or creating his own history. As an example, I would not change the basic chronology of the roles of the major characters, but would involve the PC's in some of their quests (i.e., The Grail Quest).

The only complaint I really have about PENDRAGON™ is that the Player's Book contains about three to four times more information than the GM's book. The Player's Book also contains specific information on animals and monsters that I feel should have been placed in the GM's Book.

Overall

To be quite honest, PENDRAGON is the stuff of which legends are made. Despite it's minor problems, it's worth the money spent and I highly recommend it.

Ratings

"King Arthur PENDRAGON™" Role-Playing Game

Packaging	★★★★
Rules and Explanations	★★★
Miscellaneous	★★★
Overall	★★★
Degree of Difficulty	2

"The Pendragon Campaign"

Packaging	★★★
Rules & Explanations	★★★★
Miscellaneous	★★
Overall	★★★
Degree of Difficulty	2

THE PENDRAGON™ CAMPAIGN

(King Arthur PENDRAGON* Supplement)

The *Pendragon Campaign* (Chaosium, $10.00, booklet) is a necessary supplement to the PENDRAGON™ role-playing game for Game Masters. It gives more monsters, more information on the main characters, and a detailed chronology of Arthur's reign as king.

Packaging

The *Pendragon Campaign* comes in a single booklet unwrapped and unprotected.

Rules and Explanations

Being a supplement, there are few rules changes or additions. However, further explanations are given for unchivalrous deeds (and the losing of Glory for such deeds), the types of magic found, and the personalities and chronologies of Arthur, Guenevere, and Lancelot. More monsters and creatures are also included for the GM's axe.

Perhaps one of the most intriguing aspects of the the *Pendragon Campaign* is that the game can be set up to end with the death of Arthur if it is played according to the chronology set forth within the game register. An imaginative GM can also have Arthur survive the final battle to continue his reign, or have Mordred kill Arthur and claim Excalibur. But would Mordred stave off the Saxon invasion that follows Arthur's death? That is strictly up to the GM.

Miscellaneous

The *Pendragon Campaign* is as well organized as the game itself. The artwork is just as definitive, and there is more background information available.

While this is all well and good, one question sticks out in my mind: Why didn't the creators of PENDRAGON™ just combine the Game Master's Book with the *Pendragon Campaign?* Since both came out at about the same time, it would have made everything associated with the PENDRAGON™ game much simpler (and possibly cheaper). It would be more understandable if the *Pendragon Campaign* came out six months after the release date of the original game, but it didn't.

I will say that the PENDRAGON™ game and the supplement, are good buys. It's fun to play, as well as easy to learn.

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Classifieds

Looking for other gamers in your area? Starting a new club? Put it in the POLYHEDRON™ Newszine classifieds! There is no charge for this service, but the submitter of the ad must be a member of the RPGA™ Network. Your RPGA™ Number must accompany your ad. Your ad should be 25 words or less. Each ad will run for two to three issues if space permits. No commercial advertising accepted.

United States

Florida: I would like to form a role-playing group (ages 14-18 preferred) in the South Miami area. I have four years of experience with the AD&D® game. Contact: Brad Preuss, 7260 S. W. 133rd. Terrace, Miami, FL 33156. Phone: (305) 251-0250.(32)

Florida: Experienced 14 year old role player trying desperately to start a role-playing group in the Boca Raton area. I specialize in D&D® and AD&D®, but am willing to learn any game. Anyone welcome! I'm dying of boredom, so please respond. Contact: Tibe Jordan, 9085 Vista Del Lago, Boca Raton, FL 33433 or call (305) 482-0903.
(32)

Florida: ATTENTION MIAMI GAMERS! 14 year-old gamer looking for those to share adventures in AD&D®, BATTLETECH™, and STAR FRONTIERS®. Contact Mike Idziorek, 740 Wren Ave., Miami Springs, FL 33166. (32)

Illinois: Stranded Player - Knows how to play AD&D®, GAMMA WORLD® and STAR FRONTIERS®. Is willing to learn TOP SECRET®. Please Contact: Jon King, between 4:00 & 6:00 pm at (312) 865-2770 or write to: 2416 S. 14th Ave., Broadview, IL 60153. (32)

Indiana: I would like to set up an organization of Regular DUNGEONS & DRAGONS® players. For more information send $.25 (postage). Your name, address to : Members, 1514 Northaven Drive, Jeffersonville, IN 47130. Andy Wibbels. (32)

Massachusetts: Interested in starting a play-by-mail game? Write:
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Melrose, MA 02176. (32)

Michigan: Experienced gamer and GM interested in beginning an AD&D® campaign with other experienced gamers, ages 15 & up, in Washtenaw County and surrounding area. Role-players preferred, problem solvers welcome, hack and slashers rejected without hesitation. Also interested in many other games, especially PARANOIA™. Contact: Alan Ristow, 589 Crestwood Circle, Saline, MI 48176-1335. Phone: (313) 429-2754. Half-ogres and Druids encouraged. (32)

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New York: Astronomy teachers play games too! Will play any Wargame/RPG, but prefer STAR FLEET BATTLES®, AD&D®, Hero System (CHAMPIONS®, DI, etc.). 8 years GMing experience. John M.Hammer, 79-10 Bell Blvd., Bayside, NY 11364 Phone: (718) 479-8088. (32)

Pennsylvania: Pen Pal Wanted: I would like to be able to strike up a correspondence with one or more serious and experienced gamers who are mainly interested in the AD&D® game. At the moment I'm running a campaign on the world of Krynn, based on the DRAGONLANCE™ books. Contact: Christopher DeGraffenreid, 9 Hutson St., Wilkes Barre, PA 18702 Phone: (717) 824-4106. (32)

Rhode Island: Small experienced band of adventurers is seeking mature and intelligent AD&D® gamers in the Narragansett (U.R.I.) area. Experience is preferred and hacking and slashing is frowned upon. Contact: Paul Soares, Jr., 341 Sayles Hill Rd., N. Smithfield, RI 02895. (32)

Rhode Island: WANTED: AD&D® Campaign. No Monty Haul or variants. Doesn't anybody go straight anymore! Well I do. All I need is some like minded folks. Contact: Roland Bruno, Jr, 97 Sutton Ave, E. Providence, RI 02914. (32)

Tennessee: I am looking for interested players in the Memphis area to form a role-playing club. Experience preferred ages 18 years and older. Any female players welcome. My interest is ADVANCED DUNGEONS & DRAGONS® I am also willing to try other role-playing games. Contact: Maurice Patterson, 1724 Hester Rd. Memphis, TN 38116-8511. Phone: (901) 396-2415 (after 4:00 PM). (32)

Texas:
(LODUD) needs new members. All activities are via mail. For free information contact: Clay Fowler, 1202 Berrywood Lane, Houston, TX 77077. (32)

Texas: Am starting an all new, computer assisted, PBM of the STAR FRONTIERS® game. Have experience running PBMs. Contact: Clay Fowler, 1202 Berrywood Lane, Houston, TX 77077. (32)

Texas: TRADE: I would like to trade my *SAGA™ Age of Heroes* Minigame, and the *INDIANA JONES™* role-playing game with modules *IJ1, INDIANA JONES™ and the TEMPLE OF DOOM™*, and *IJ2, RAIDERS OF THE LOST ARK™*. I would like to trade these items for the following OLD edition modules from AD&D®. *G1: Steading of the Hill Giant Chief, G2: Glacial Rift of the Frost Giant Jarl, G3: Hall of the Fire Giant King.* Contact: Jimmy Nugent, 420 East Wayside, Nugent, TX 77488. Phone: (409) 532-3976. (32)

Washington: WANTED: STRIKE FORCE™, TASK FORCE™, GREENFIELDS BEYOND™, AGINCOURT™, CRIMEAN QUAD™, THE CONQUERORS™ Prestags Masterpack, NAPOLEON AT WAR™ and NAPOLEONS LAST BATTLES™, SEELOWE™, SEARCH AND DESTROY™, pre-1972 SPI® Publications. Send letters to: A.C. Morrison 25124 16th Ave. S., Kent, WA 98032. (32)

Wisconsin: Gamers in Southeastern Wisconsin who enjoy playing TSR's "DAWN PATROL®" game of WWI Air Combat are invited to monthly games in Lake Geneva. Contact Mike Carr (414) 363-4775 or Will Niebling (414) 248-3687. (32)

Canada

Ontario: Gamer seeks PBM candidates for modified AD&D® campaign. Send SASE if in Canada and envelope & $.35 if in USA (International Reply Coupon Costs More). Contact: Michael John Wybo II, PO Box 84, Talbot St. N. Courtland, ONTARIO, CANADA N0J 1E0. (32)

Special

Pen Pal Wanted: Experienced player and referee of many RPGs would like to exchange ideas and scenarios with a pen pal. I am interested in the D&D®, AD&D®, MARVEL SUPER HEROES™, STAR FRONTIERS®, INDIANA JONES™, CONAN®, TOP SECRET®, GAMMA WORLD®, TRAVELLER®, BattleTech™, CAR WARS™, and PARANOIA™ Games. Contact: Steve Soloff, 7120 Coolidge Street, Hollywood, FL 33024.

Pen Pal Wanted: Experienced DM and player of the AD&D® Game seeks correspondence from everyone. I am also very interested in the MARVEL SUPER HEROES™ and TOP SECRET® Games. Contact: James A. Johnson, 6436 East 16th, Kansas City, MO 64126.

Wanted: I am in need of scenarios for the TOP SECRET® and CAR WARS™ Games. If you have scenarios for these games from GEN CON® 17, 18, or 19 Game Fairs, for these systems, would you please share them with me? Contact: Sven Leff, 10100 Kahler Avenue, Monticello, MN 55362.

Pen Pal Wanted: Mature 14-year-old would like a pen-pal. I play the D&D®, AD&D®, VILLIANS & VIGILANTES™, and STAR FRONTIERS® Games. I am also interested in the BattleTech™ and MARVEL SUPER HEROES™ Games. Contact: Scott Bylewski, 56 Denise Drive, Cheektowaga, NY 14227. Phone: (716) 668-8229.

RPGA™ Network Tournament Winners List

The following conventions have held official RPGA Network Tournaments. Congratulations to all the winners! This list includes data from several conventions which have not yet been reported in the newszine.

PLEASE NOTE: Many of these results have NOT been processed by HQ. Processing was delayed in hopes that the player/judge ranking system would first be in place on the computer. The ranking system is still in final test stages, therefore, rather than delay publication any longer, we are printing the results, some may be subject to verification. If there are any corrections or changes once verified, that information will be printed in a future issue.

CAPCON VIII

(April 5, 6, & 7, 1985 — Columbus, ohio)
AD&D® Game Open Tournament
"Needle" (by Frank Mentzer)
Tournament Coordinator: Doug Behringer

Place	2nd Place	3rd Place
David Harshberger	Roger Anderson	Tim Riegel

EMPEROR'S BIRTHDAY CONVENTION '85

(July 19 & 20, 1985 — South Bend, Indiana)
AD&D® Game Open Tournament
"The Great Bugbear Hunt" (by Frank Mentzer)
Tournament Coordinator: Rembert Parker

1st Place	2nd Place	3rd Place
Don Bingle	Linda Bingle	Joshua Bussert
Mike Durant	Richard Bingle	Hohn Cho
John Galambos	Johnny Fay	Terry Cletcher
Steve Glimpse	Craig Keen	Chris Holderman
Bill Piechota	Ed Peterson	David Treber
Russell Werner	James Wade	Neil Van Dyke

GEN CON® 18 Game Fair

A few of the final standings for the "Convert" tournament at GEN CON® 18 Game Fair were incorrectly reported in Issue #25. Here are the correct standings.

AD&D® Game Members Tournament

"Convert" (by Frank Mentzer)
Tournament Coordinator: Penny Petticord

1st Place	2nd Place	3rd Place
Ben Alford	Mike Cormack	Steve Breman
Jeff Ellis	Daniel Dwyer	Jozef Brewer
Dennis Everett	Steve Glimpse	Pierre Cofsky
Timothy Fischer	Les Hahn	James Crompton
Steve Hardinger	Brandon Jaeger	Alice Felden
Scott Johnson	Raymond Maddox	David Johnston
Carl Johnston	Kent Martin	Mary Konczyc
Mark Minz	Wes Meador	Peter Letenauchyn
Kirk Reed	Rocky Pisto	Julia Martin
Doug Saul	Rich Rydberg	Kevin McFarlin
Bruce Schabinger	Michael Schneider	Skip Olsen
James Terry	Mark Slacin	Tim Pool
Steve Thearle	Royce Smith	Anthony Ragan
Blake Woodside	David Spachek	James Robertson
Mary Zalapi	Craig Stevens	John Terry

WINTER FANTASY

(Jan. 4 & 5, 1986 — Lake Geneva, Wisconsin)
Marvel Super Heroes™ Tournament
She Rampage

1st Place	*2nd Place*	*3rd Place*
Don Bingle	*Bob Etheridge*	*Aaron Boaz*
Mike Selinker	*Deborah Werner*	*Susan Streiff*

WINTER FANTASY

(Jan. 4 & 5, 1986 — Lake Geneva, Wisconsin)
Masters Tournament
Northending Scavenger Hunt

1st Place	2nd Place	3rd Place
Don Bingle	Jim Wade	Jeff Martin

PHOENIXCON

(Feb. 28 - March 2, 1986 — Atlanta, Georgia)
Coordinator: Ed Gann
RPGA™ AD&D® Tournament
Scenario: Destiny of Kings

1st Place	2nd Place	3rd PLace
Chris Adams	Jay Finch	Mike Boardman
Robert White	John Kent	Teddy Sobel

THE BRIGADE SPRINGCON

(March 1, 1986 — Elkhart, Indiana)
RPGA™ AD&D® Tournament
Scenario: Spring Fever - Part II

1st Place	2nd PLace	3rd Place
Kirk Henninge	Roger Eppich	Tony Holland
Robert Peters	Linda Kanaley	Mark Schumaker

BASHCON '86

(March 1 & 2, 1986 — Toledo, Ohio)
Coordinator: Robert Titran

AD&D® Tournament
The Great Bugbear Hunt

1st Place	2nd Place	3rd Place
Matt Ford	Ron Birnbaum	Rex Settle
Tim Treadway	Dave Schnur	Klint Young

CAPCON

(April 4 - 6, 1986 — Columbus, Ohio)
Tournament Coordinator - Doug Behringer
AD&D® 3 Round Event — Convert by: Frank Mentzer

1st Place	2nd Place	3rd Place
David Gosha	Tim Riegel	Karl Hilberg
Chris Shapter	Tom Sydnor	Stuart Tonnehill

LAFCON I

(April 5, 1986 — Lafayette, Indiana)
Tournament Coordinators — Stan Mitchell & Kenny White
RPGA™ AD&D® Open Tournament
Scenario: Faerie Mound of Dragon Kind

1st Place	2nd Place	3rd Place
Linda Bingle	Rob Clark	Don Bingle
Tom Cole	Tim Everett	Tom Clouser
Randall Lemon	John Livingston	Brian DeWitt
Anne Hungerford-Lowell	Tim Sauerwein	Spencer Hopper
Ed Peterson	David Vaughn	Peter Kokinda

CONQUEST IV

(May 3 & 4, 1986 — East Lansing, Michigan)
RPGA™ Tournament
Faerie Mound of Dragonkind

1st Place	2nd Place	3rd Place
Julie Baxter	Elizabeth Cox	Steve Ainsworth
Daniel Laren	Travis Doom	Matthew Basser
Bill Milley	Blane Hansknecht	Nicholas Benish
Barry Nowak	Camille McGary	Jason Check
Richard Trapp	Kurt Seidel	Roger Ling

ANARCON III

(May 16 - 18, 1986 — Little Rock, Arkansas)
Tournament Coordinator - Clyde (Sonny) Scott
AD&D® Tournament
Scenario: Ravager

1st Place	2nd Place	3rd Place
Allen Ward	Dan Danielson	Kelly Anderson

ESSEXCON I

(May 30 - June 1, 1986 — Richfield, Ohio)
Coordinator - Ed Grimm
RPGA™ AD&D® Tournament
Scenario: Quest For The Rod Of 7 Parts

1st Place	2nd Place	3rd Place
Bill Wilkerson	Jim Alan	Dave Marsh

SEAGA

(June 20-22, 1986 — Atlanta, Georgia)
AD&D® Tournament
Scenario: Long Way Home

1st Place	2nd Place	3rd Place
Kevin Herrick	Jim Fitzsimmons	Chuck Edmunds
Doug McWhorter	Will Manning	Steve Lowe
Keith McWhorter	Roy Wilkinson	Robert Peppers

ACADEMY OF ADVENTURE GAMING ARTS & DESIGN
OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

For the year 1986, to be presented at ORIGINS '87, July 2-5, 1987, in Baltimore, MD
(for information about ORIGINS '87, write P.O. Box 15405, Baltimore MD 21230)

The Origins Awards, presented at Origins each year, are an international series of awards aimed at recognizing outstanding achievements in Adventure Gaming. The awards are comprised of the Charles Roberts Awards for boardgaming, and the H.G. Wells Awards for miniatures and role-playing games. An Awards Committee of hobbyists (some professionals, but primarily independents) directs and administers the awards system.

INSTRUCTIONS. Read carefully. Print legibly or type nominations. Ballots that are messy, not completed correctly, or show attempts at ballot stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not list selections in unfamiliar categories. YOU MUST SIGN THE BALLOT! Include your address. You may vote only once. Nominations should be for products released during the calendar year 1986.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. All Adventure Gamers are encouraged to vote!

YOUR VOTE makes a difference! A final ballot is prepared by the committee and voted on by the members of the Academy of Adventure Gaming Arts & Design. Academy membership, $3.00 per year, is open to active, accomplished hobbyists, both professional and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be mailed to the U.S. address. Present members may renew by sending their check with their ballot. Checks should be made payable to GAMA for $3 U.S.

The Academy and the Awards Committee, as well as the Origins Convention itself, function under the authority of GAMA, the Game Manufacturers Association.

PLEASE MAIL IMMEDIATELY!

THE H.G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

1. Best Historical Figure Series, 1986

2. Best Fantasy/Science Fiction Figure Series, 1986

3. Best Vehicular/Accessory Series, 1986

4. Best Miniatures Rules, 1986

5. Best Role-Playing Rules, 1986

6. Best Role-Playing Adventure, 1986

7. Best Role-Playing Supplement, 1986

8. Best Professional Role-Playing Magazine, 1986

9. Best Professional Miniatures Magazine, 1986

10. Best Play-By-Mail Game, 1986

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

11. Best Pre-20th-Century Game, 1986

12. Best 20th-Century Game, 1986

13. Best Fantasy/Science-Fiction Game, 1986

14. Best Professional Boardgame Magazine, 1986

15. Best Military/Strategy Computer Game, 1986

16. Best Fantasy/Science-Fiction Computer Game, 1986

17. Best Screen Graphics in a Computer Game, 1986
(Given a particular computer's limitations)

18. Best Amateur Adventure Gaming Magazine, 1986

19. Best Graphic Presentation, 1986

20. Hall of Fame, 1986

Name _____
Address _____

Send your ballot to the following address. This ballot is for North American gamers only.

Awards
GAMA
P.O. Box 2712
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